

PRIMA'S OFFICIAL STRATEGY GUIDE

Covers PC, GameCube,
Xbox, and PlayStation®2!

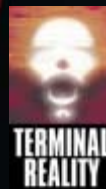
Cheats and Special Tips

Detailed Maps

BLOODRAYNE™



primagames.com®



BLOODRAYNE

PRIMA'S OFFICIAL STRATEGY GUIDE



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

©2002-2004 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is a division of Random House, Inc.

Associate Product Manager: Jill Hinckley
Project Editor: Teli Hernandez
Editorial Assistant: Carrie Ponseti

©2002 Terminal Reality. Developed by Terminal Reality.

Licensed to and published by Majesco Sales, Inc.

©2002 Majesco Sales, Inc. All Rights Reserved.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB rating icons, "EC", "K-A", "E", "T", "M", "AO" and "RP" are copyrighted works and certification marks owned by the Interactive Digital Software Association and the Entertainment Software Rating Board and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied or used in connection with any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at 1-800-771-3772 or visit www.esrb.org. For information regarding licensing issues, please call the IDSA at (212) 223-8936. Please note that ESRB ratings only apply to the content of the game itself and does NOT apply to the content of this book.

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-4047-4

Library of Congress Catalog Card Number: 2002113289

Joe Grant Bell

Prima Games
A Division of Random House, Inc.

3000 Lava Ridge Court
Roseville, CA 95661
1-800-733-3000
www.primagames.com

CONTENTS

| | |
|-----------------------------------|----|
| Introduction | 2 |
| BloodRayne | 3 |
| Vision Modes | 3 |
| Attacks | 3 |
| Blood Rage | 5 |
| Weaknesses | 6 |
| Weapons | 7 |
| Important Notes on Weapons | 7 |
| Louisiana Guns | 7 |
| German Weapons | 8 |
| Enemies | 10 |
| Louisiana | 10 |
| Argentina | 12 |
| Germany | 18 |
| General Strategy | 23 |
| Combat Strategy | 23 |
| Exploration Strategy | 25 |
| Walkthrough: Louisiana | 26 |
| Initiation: Louisiana, 1933 | 26 |
| Sanctuary | 27 |
| City of the Dead | 28 |
| Ghetto | 29 |

| | |
|--|----|
| Town Hall | 31 |
| The Beauregard House | 33 |
| Colonial Power | 35 |
| City of the Dead, Revisited | 36 |
| Old Town | 36 |
| Queen of the Underworld | 37 |
| Walkthrough: Argentina | 39 |
| Infiltration & Execution | 39 |
| Communication Breakdown | 41 |
| Thule Chapel | 43 |
| Communication Breakdown Revisited | 44 |
| Infiltration & Execution: Second Visit | 45 |
| The Dock | 45 |
| Infiltration & Execution: Third Visit | 46 |
| The Barracks | 47 |
| Lurking Underground | 48 |
| Death's Quarters | 49 |
| Hell Hall | 51 |
| The Laboratory | 53 |
| The Butcheress | 56 |
| The Mill Mile | 57 |
| Deep | 60 |

| | |
|-----------------------------|----|
| Deeper | 61 |
| The Temple | 63 |
| Temple Internal | 64 |
| Temple Guardians | 65 |
| Daemite Chamber | 68 |
| Dante's Inferno | 69 |
| Walls of Jericho | 70 |
| Walkthrough: Germany | 71 |
| Emden U-Boat Station | 71 |
| Red Summit | 71 |
| Old Gaustadt | 73 |
| Unholy Mecha | 76 |
| Teachers and Traitors | 79 |
| Nightfall | 81 |
| Courtyard | 83 |
| The Windmill | 85 |
| The Bridge | 86 |
| Doppelganger | 89 |
| Of Wulfs and Demons | 91 |
| Cheat Codes | 94 |



INTRODUCTION



*B*loodRayne is not what you'd call a *subdued* game. Any time you're put in charge of a shapely half-vampire with acrobatic moves, an arsenal of automatic weapons, and a taste for Nazi blood, you know it's going to be a heck of a ride.

The game doesn't disappoint. It's bold and inventive, but it can also be tough. This book is your guide to success in *BloodRayne*; you can refer to it for help with any aspect of the game. You'll find it an invaluable resource.

Whether you read this book cover to cover or refer to individual sections (like an encyclopedia) is completely up to you. The information provided herein runs the gamut from general tips to specific, step-by-step walkthroughs of the entire game, complete with maps.

Check out the "BloodRayne," "Weapons and Items," and "General Strategy" sections before starting the game. Then refer to the "Enemies" portion and the walkthrough sections as you move through the game and encounter new challenges.

When you've beaten the game, it's time to peruse the cheats in "Cheat Codes." Some of them are handy, some of them are humorous, and some of them are total game-breakers. You'll definitely want to save these codes for last.

But in the end, it's all up to you. So sharpen up those three-foot blades, practice your deadly rebound kicks, and grab that rusty old Panzerfaust from the closet. It's going to be a long, strange, bloody trip, and you don't want to miss a step of it.



BLOODRAYNE

BloodRayne is a unique character with unique traits. This section is a brief overview of BloodRayne's most important skills and abilities. You need a working knowledge of her capabilities if you're to succeed in the game.

VISION MODES

Rayne can switch from normal vision to various different vision modes. Here's a look at those modes, and recommendations on when to use them.

AURA SENSE



Aura Sense shows the world in bright colors. Targets and destinations shine bright blue, while strong and alert enemies are green. Enemies that Rayne can feed upon show up red.

Aura Sense is useful for a beginning player, but with experience you need it less and less—and eventually not at all.

Note

Experience teaches you which enemies can be fed upon, and under what circumstances. The compass ring in the screen's bottom-right corner contains blue dots that point out your current objectives, without the need for Aura Sense.

DILATED PERCEPTION



Dilated Perception is not immediately available; Rayne acquires it at the start of the Argentina missions.

Dilated Perception puts the world into slow motion. It is a true lifesaver in tough battles. For example, fighting an enemy that's as fast as Rayne can result in a confusing blur of activity. It's easy to get roughed up before you even know what hit you. Dilated Perception lets you slow everything down, see what's going on, and react to each attack. It allows you to dodge bullets and melee strikes, and jump out of the way before something bad happens.

Use Dilated Perception in most of the tough "boss" battles of the mid-to-late game. It's also useful in situations where Rayne needs to navigate a dangerous bit of terrain.

EXTRUDED VIEW



Extruded View becomes available very late in the Argentina missions, when Rayne collects the eye of Beliar.

Extruded View allows you to zoom in so you can scout targets from a distance. It also contains a crosshair, enabling more precise weapon firing. Extruded View is useful when using quick, single-shot weapons such as rockets and bullet-type weapons.

Use Extruded View sparingly; Rayne freezes in place when she uses it, making her an easy target. However, when you *do* use it, it can be vital for placing rockets and bullets exactly where you want them.

ATTACKS

Rayne has a wide array of attacks. Here's a review of them, along with a breakdown of when to use each.

WEAPONS



Rayne can attack with guns, rocket launchers, and grenades found on her victims' bodies. Guns are also placed in almost every level; some are hidden in containers while others are in plain sight.

The power of these attacks depends on the weapons Rayne is using at the time.

Note

Generally speaking, you shouldn't waste bullets on minor enemies. Save them for tough fights and for enemies that are more or less immune to hand-to-hand attacks.

SELECTING SPECIAL WEAPONS



Rayne automatically picks up superior guns and drops lesser ones. Special weapons are an exception to this rule. You must manually drop one special weapon in favor of another.

Rocket-style weapons are the most powerful special weapons. However, they may not be suited for battles that take place in enclosed spaces.

Heavy machine guns are best for killing durable enemies, like GGG Officers, from point-blank range.

PRIORITIZING WEAPONS



At any time, you can order Rayne to equip her lightest guns, heaviest guns, grenades, or her special weapon.

The lightest guns are suitable for making mildly challenging situations somewhat easier. For example, light guns are useful if Rayne's health is low and she wants to thin out a group of soldiers so she can feed in relative safety.

Heavy guns are good against tough but common enemies, like GGG Elite Troops. They can also be very effective at dealing with unique boss enemies, especially after you've used up your special weapon. Special weapons and grenades are best against masses of enemies and tough bosses.

HAND-TO-HAND ATTACKS



Rayne performs a series of melee attacks whenever you press the attack button. She automatically progresses from one attack to the next in the combo as long as she makes contact with a target or breakable object.

When the game starts Rayne can only perform two combos in a row. She gradually gains the ability to perform extra attacks as the game progresses. The maximum number of combo attacks that Rayne can perform in a row is five. All of Rayne's melee attacks work well against her enemies.



REBOUND KICK

Press the jump button once to jump. Press it again in midair to make Rayne spiral straight forward, kicking anything she comes in contact with along the way.

Rebound kicks deal decent damage to enemies, although they are best used against barriers. Use the rebound kick on doors, windows, and weak spots in walls.

Destroy doors, windows, and walls to continue along the path. Some doors and windows are reinforced and indestructible. And walls only crumble if they're already weak. Small holes are your visual cue that a wall can be destroyed.

A few objects require multiple kicks to destroy. Even these show *some* damage after the first kick, so don't waste time kicking areas that show no response to your attacks.

Even more frequently, you use rebound kicks to get some extra distance on your jumps. You don't gain any height with a rebound kick, but you move farther ahead in the direction you're already headed. This extra distance is often needed in areas demanding long jumps.



HARPOON ATTACKS

Tap the harpoon button to lash out at an enemy. But the damage inflicted on the enemy is minor. The harpoon attack is most effective when Rayne wants to feed on or attack an enemy, but she doesn't want to get too close.

For feeding, press and hold the harpoon button. Rayne then harpoons a humanoid enemy, drags him close, and jumps down to feed on him. For example, you would reel in an enemy that's standing in ankle-deep water.

Rayne will gain the ability to do a midair lash during the Argentina mission. Once earned, jump and press the harpoon button while Rayne is in midair to execute the attack. It deals minimal damage, but has a good chance of dismemberment. It can be used instead of melee attacks if you want to stay on the move. When you're fighting several small, fast enemies, jump and lash out at them instead of standing still. You take less damage by constantly being on the move.

BLOOD RAGE



Rayne has a Bloodlust meter in the screen's bottom-right corner. When it's completely filled and blinking, Rayne can press the Blood Rage button and enter the state of Blood Rage.

In Blood Rage mode, time slows down (though not as much as when using Dilated Perception), and Rayne uses a set of special combo attacks instead of her usual melee attacks.

The combo attacks performed in Blood Rage are vastly more powerful than standard combo attacks.

As with standard combo attacks, Rayne doesn't start out capable of performing all five moves in the special combo. She gains extra combo moves as the game progresses.

The Bloodlust meter ticks down while Rayne's in Blood Rage. When the Bloodlust meter is empty, Blood Rage ends and Rayne needs to build it back up before triggering another Blood Rage. The Blood Rage meter builds up automatically as Rayne performs melee attacks.

MANAGING BLOODLUST



You can cancel a Blood Rage by pressing the Blood Rage button again. Your Blood Rage often lasts long after you've killed your primary target(s). Canceling the Blood Rage early allows Rayne to conserve Bloodlust so she doesn't have to build the meter all the way back up next time.

Also, get in the habit of slashing at enemies specifically to build up Bloodlust, then save it for tough fights. Having a full Bloodlust meter is vital when fighting tough battles against boss enemies.



SPECIAL RAGE ATTACK



In the middle of the game, you gain the ability to perform a "Rage Attack" without actually entering Blood Rage. Do it by pressing the Blood Rage button and the attack button simultaneously.

This Rage Attack deals less damage than a melee attack performed in true Blood Rage, but the advantage is that you can trigger it even if your Bloodlust meter isn't completely full.

Using this attack drains about 1/3 of the Bloodlust out of the meter.



Note

This attack can be useful when you want to dispatch a tough foe but your Bloodlust meter isn't high enough.

WEAKNESSES



Rayne's only true weakness is water. It doesn't kill her outright, but standing in water quickly damages her. She needs to minimize her contact with water at all costs.

In most cases, Rayne can avoid contact with water by running along power lines, jumping from one dry spot to another, or bypassing flooded areas completely.

If Rayne has to get wet, jump as much as possible to minimize contact with the water. Get in, do what you have to do in the flooded area, and get out quickly.

DIFFICULTY LEVELS

Choose a new game to begin playing *BloodRayne*. You will then have the option to choose Easy, Normal or Hard mode. The settings affect BloodRayne's resilience. In Hard mode, Rayne takes a large amount of damage every time she is hurt. The opposite holds true for Easy mode.

In Easy mode, every time you continue after dying or restart the level, Rayne's health is fully restored. In Normal mode, Rayne's health restores proportionate to the amount of time played in the level before continuing or restarting. If you restart immediately upon entering a level, BloodRayne's health will be the same. However, if you play for a few minutes before starting, BloodRayne starts with more health than she originally had. In Hard mode, BloodRayne's health will never restore from restarting or continuing after death.

WEAPONS

This chapter details the guns BloodRayne encounters in the game. In addition to depicting the guns and listing ammo amounts, you'll get a sense of how powerful each weapon is, and in what situations it's useful.

In most cases Rayne automatically picks up weapons she walks over. She'll automatically drop lesser weapons for better ones.

This is not the case with special weapons, however. She has complete control over whether to drop a special weapon or keep the one she already has. Therefore, special weapons are the most important weapons to understand.

IMPORTANT NOTES ON WEAPONS

Guns are broken down by the territory in which they're found. One section covers Louisiana guns, while the other covers the German guns found in the Argentina and Germany locales.

Guns are then listed by category, in ascending order of power and usefulness. Pistols are weakest and are therefore always listed first. Next come SMGs (submachine guns), heavy SMGs, assault rifles, and grenade-style weapons. Special weapons are the most potent and always come last.

Finally, weapons are listed in ascending order within each section. For example, in a table listing four pistols, the first pistol listed is always the weakest, and the last one is always the strongest.

Note

The exception to this rule is special weapons, which are so unique that you can't always say one is better than the other.

LOUISIANA GUNS

The following weapons are found in the Louisiana portion of the game.

LIGHT AND HEAVY WEAPONS

Pistols are the only form of light weapon found in Louisiana. They're serviceable against everything you'll encounter in that section of the game.

PISTOLS

Louisiana Pistols

| Name | Ammo | Illustration |
|--------------------------|------|---|
| W&S M1917 Pistol | 6 |  |
| W&S Double-Action Pistol | 6 |  |
| Cole 44 Pistol | 6 |  |

Rifles are the only form of heavy weapon found in Louisiana. They should be saved for fighting Biomasses and the Queen of the Dead.

RIFLES

Louisiana Rifles

| Name | Ammo | Illustration |
|-------------------|------|---|
| Springbrook Rifle | 5 |  |
| Winkesler Rifle | 16 |  |
| Kennings Rifle | 20 |  |

GRENADE-STYLE WEAPONS



Dynamite is the only grenade-style weapon in Louisiana. It's useful against Biomasses and the Queen of the Dead. Dynamite works best against stationary targets, such as boilers and generators.

Mobile targets are more difficult to hit than stationary targets.

SPECIAL WEAPONS

Louisiana's special weapons are a diverse lot:

Louisiana Special Weapons

| Name | Ammo | Illustration |
|-----------------------|------|---|
| Breaning A5 Shotgun | 5 |  |
| Ethica 33 Shotgun | 8 |  |
| Double Barrel Shotgun | 2 |  |
| M1918GAR Machine Gun | 40 |  |

These special weapons can be broken into several categories.

The sniper rifle shoots a great distance, and each hit has a high chance of dismembering the target.

Shotguns are excellent general-purpose weapons and highly recommended. They dismember the target and kill with a single shot. The Ethica probably represents the best balance of ammo and shots, while the Double Barrel cannot be beat for sheer power.

Note

Overall, the shotguns have the best power, ease-of-use, and versatility of all the Louisiana special weapons.

The M1918GAR is a powerful machine gun—the only machine gun available in Louisiana. It's not as effective as Shotguns at hitting multiple targets at close range, but it has a longer effective range and can deal severe damage in a short period of time.

GERMAN WEAPONS

The following weapons are used by the German army in Argentina and Germany. Each weapon entry states whether the weapon appears in Argentina, in Germany, or in both locations.

LIGHT AND HEAVY WEAPONS

These light weapons are suitable for chipping away at large groups of soldiers.

PISTOLS

German pistols deal decent damage, and are best against small targets. Don't use them against durable bosses.

German Pistols

| Name | Ammo | Locations | Illustration |
|-----------------------|------|--------------------|---|
| Walther PP Pistol | 7 | Argentina |  |
| Mauz 9mm Pistol | 10 | Argentina, Germany |  |
| Leug P08 Pistol | 8 | Argentina, Germany |  |
| Leug P08 Artil Pistol | 32 | Germany |  |

SMGS (SUBMACHINE GUNS)

SMGs are much like pistols, but with a faster rate of fire and more ammo.

German SMGs

| Name | Ammo | Locations | Illustration |
|-------------------------|------|--------------------|---|
| Greaser Sub-machine Gun | 30 | Argentina, Germany |  |
| SMP34 Sub-machine Gun | 32 | Argentina, Germany |  |

These heavy weapons are not only useful against crowds of enemies, but against lone, durable targets such as bosses.

LARGER SMGS

Larger SMGs are assault rifles' smaller cousins. They combine good power with a fast rate of fire and good ammo supply.

German Larger SMGs

| Name | Ammo | Locations | Illustration |
|---|------|-----------------------|--|
| Greaser Artil Large Sub- machine Gun | 50 | Argentina, Germany |  |
| SMP34 Artil Large Sub- machine Gun | 32 | Argentina, Germany |  |
| Bergstein MP28 Large Sub- machine Gun | 50 | Germany |  |

ASSAULT RIFLES

Save assault rifles for durable targets and rough situations. Their excellent shot power and fast rate of fire allows Rayne to mow down most enemies with ease.

German Assault Rifles

| Name | Ammo | Locations | Illustration |
|---------------------------------|------|-----------------------|---|
| Blitzgewehr 32 Assault Rifle | 20 | Argentina, Germany |  |
| ZZG33 Assault Rifle | 30 | Germany |  |

GRENADE-STYLE WEAPONS

The Tatermasher is the German grenade. As with dynamite, save the Tatermasher for slow or durable targets, such as certain over-sized bosses. (Daemite Warriors come to mind.)

Otherwise, these grenades are more significant as a hazard for Rayne to avoid than as a tool for her to use.

SPECIAL WEAPONS

German special weapons include a couple of holdover shotguns from Louisiana.

German Special Weapons

| Name | Ammo | Locations | Illustration |
|---------------------------------|------|-----------------------|---|
| G33 Sniper Rifle | 10 | Argentina, Germany |  |
| Ethica 33 Shotgun | 8 | Argentina, Germany |  |
| Double Barrel Shotgun | 2 | Argentina |  |
| Kaxik Mg08 Machine Gun | Belt | Argentina, Germany |  |
| MG32 Machine Gun | Belt | Germany |  |
| MG06 Machine Gun | Belt | Argentina, Germany |  |
| Granatewurf Grenade Launcher | 10 | Argentina, Germany |  |
| Panzerfaust Rocket Launcher | 1 | Argentina, Germany |  |
| Panzershrek Rocket Launcher | 3 | Argentina, Germany |  |

The sniper rifle, like its Louisiana cousin, is useless in close combat due to its slow rate of fire. Save it for instances where you can see the target from a long distance.

Shotguns continue to be excellent workhorses in Argentina and Germany. They're suitable against any tough target.

Machine guns are handy for mini-bosses, such as GGG Officers. A machine gun can usually chew up a GGG Officer in just a couple of seconds, keeping him paralyzed with pain the entire time.

The Granatewurf is an intriguing weapon, but it's only useful against slow bosses. The weapon is too hard to control against faster targets.

The Panzerfaust and Panzershrek rocket launchers are identical, except that the Panzershrek can hold up to three rockets.

Rockets are best against tight clusters of enemies and massive targets. Again, Daemite Warriors come to mind, as do Mobile Armor Units.

Don't use rockets against close-range targets, and be careful when aiming them. Extruded View is handy for making sure the rockets hit the target, not the ground in front of you.

ENEMIES

BloodRayne features a wide array of fiendish enemies. They run the gamut from common to fantastical, weak to supernaturally strong, and foolish to crafty. This section lists all of Rayne's foes, pointing out their strengths and weaknesses, and recommending effective methods of destroying them.

Enemies are sorted by the region in which they first appear (Louisiana, Argentina, Germany). Within each region they're listed in ascending order of toughness, starting with common grunts and leading up to unique "bosses."

LOUISIANA

Louisiana enemies are mainly victims of (or bearers of) a mysterious plague. They aren't deadly when compared with later foes, but they present a challenge, especially in large groups.

None of these enemies are encountered in later sections of the game. They're strictly confined to Louisiana.

MUTATES



Mutates are former humans suffering from an advanced form of the mysterious swamp disease. They've been horribly mutated, and now possess long tentacles suitable for lashing out at their victims.

Mutates' brains have melted to sludge, leaving them aggressive toward everything, but not terribly bright. They attack anything that moves, including other mutated creatures (such as Diseased).

STRENGTHS

Mutates are weak foes. Their only advantage over Rayne is their long tentacle arms. They have good reach, so she needs to either get very close (so *she* can attack) or back away completely.

WEAKNESSES

Mutates are slow, both in foot speed and attack speed. They deal minor damage when they do get in an attack. It's easy to circle around them for an attack from the rear.

STRATEGY



Rayne feeds on Mutates. They're the easiest free lunch in the game, so seek them out whenever Rayne needs to restore her health.

If you encounter Mutates along with other foes, go after the other foes first leaving the Mutates for last. They present the least danger of any enemy.

Note

Since Mutates will fight *anything*, hang back and allow them to pester other enemies, then attack when one party has killed the other.

Mutates are easily ignored. They're so slow that they present little danger if they're not in your way. Run past them if you don't plan to come back.

DISEASED



Diseased are townsfolk affected with the same disease as the Mutates. Their condition is not advanced, so they still look *mostly* human.

They possess enough human intelligence to use guns, making them more dangerous than the Mutates, which have no long-range attack.

STRENGTHS

The ability to fire guns makes Diseased more dangerous than Mutates. Unlike Mutates, which are ignored, Diseased must be handled.

Depending on their weapons, Diseased can be ineffective or very effective. The toughest Diseased have shotguns that deal potent close-range damage—some even have dynamite.

WEAKNESSES

Diseased aren't as slow as Mutates, but they're still comparatively slow.

Like Mutates, Diseased cannot block or defend against any of Rayne's attacks, including melee attacks and guns.

Diseased with weak weapons are a minor threat.

STRATEGY



The easiest way to deal with Diseased is to feed on them. This even works against large groups. Feed on one Diseased, then move to the next, and the next, until they're all gone.

Note

If Rayne's being shot at while feeding, turn around and use the victim as a shield.

You can also kill Diseased with a few blade attacks, or with guns—though they seldom merit guns.

If you spot a Diseased with dynamite, wait until it throws the stick, then get away from it. Take down the Diseased, but don't stand too close to thrown dynamite in the process.

Note

If you're feeding on something and dynamite is tossed nearby, press the jump button to stop feeding, then get out of there.

The bottom line is that Diseased are weak enemies, suitable for feeding, and only occasionally are a serious threat.

MARAISEQ



Maraisreq ("Swamp Monsters") are the insect-like creatures invading the town of Mortton, Louisiana. They swallow townsfolk whole and regurgitate the liquefied remains.

They can't do this to Rayne, but they can deal damage with their vicious, lunging bites.

STRENGTHS

Maraisreq are fast and deal reasonable damage with their bites. They're dangerous in packs, especially if they surround Rayne.

They can absorb a few blade slices or shots from an average gun.

WEAKNESSES

Maraisreq are vulnerable from the sides and rear, where they can't bite.

Their legs come off easily. They eventually sprout new ones, but a Maraisreq missing its legs is temporarily vulnerable. Circle around it and deal the death blow.

Maraisreq have no long-range attacks. They're fast, but Rayne can get away quickly if she uses a rebound kick.

STRATEGY



Maraisreq are dangerous when you're in front of them, where they can bite. Fight

a circling battle, hacking with blades until the legs come off, then slash a couple more times to finish the job.

If you face a pack of Maraisreq, jump to the side (so you don't get surrounded) and use the same circling technique you'd use against a lone Maraisreq.

If you get into trouble, use guns or trigger a Blood Rage, which allows Rayne to hack through the Maraisreq with astonishing speed.

Note

Rayne can't feed on Maraisreq.

MARAISEQ SOLDIER



These creatures are bigger, redder, and tougher Maraisreq. They have no unique abilities; they're just superior to the standard Maraisreq.

STRENGTHS

Maraisreq Soldiers are tougher, hit harder, and jump farther than the common Maraisreq.

WEAKNESSES

Just like the standard Maraisreq, these things have no long-range attack, and they're vulnerable when their legs are hacked off.

STRATEGY

Fight a circling battle. Shoot them with small weapons, or hack them with blades. Keep moving and you'll rarely take damage.

QUEEN OF THE UNDERWORLD



The Queen of the Underworld is the first boss creature Rayne faces.

The Queen of the Underworld resembles a giant Maraisreq. She's huge and has a bite attack that deals severe damage when it hits.

STRENGTHS

The Queen of the Underworld deals substantial damage with each hit. She can attack at medium range if Rayne is in front of her.

The Queen produces a constant supply of Maraisreq, which act as a nuisance during Rayne's fight against her.

WEAKNESSES

Comparatively slow to move and turn, the Queen of the Underworld is not nimble.

Sever her legs and she falls to the ground helpless until they regenerate. Regeneration takes several seconds.

STRATEGY



Avoid standing in front of the Queen. Continually circle her and avoid her jaws.

Rip off a couple of legs as quickly as possible, either with blade attacks or shotgun blasts. The Queen crashes to the ground.

Circle behind her and slash away. Trigger a Blood Rage if you have it; this is the key to dealing massive damage quickly.

If the Queen gets up, repeat this process.

For the most part, you can ignore the other Maraisreq, though you can shred the closest ones along with the Queen if you trigger a Blood Rage.

Note

To build up your Bloodlust meter in relative safety, get away from the Queen and attack the small Maraisreq. Return to face the Queen when the meter is full.

ARGENTINA

Argentina increases the difficulty immensely, introducing a wide array of tough enemies.

Some of these enemies—most notably the German soldiers and officers of all types—appear in Germany as well as Argentina.

SOLDIERS



Common soldiers comprise the bulk of the German army. They're not a major threat, especially when alone. However, they can be a concern if they appear in numbers.

Often, soldiers appear in mixed groups with SS troopers or various types of officers.

Soldiers wield a variety of guns. The soldier's effectiveness depends almost entirely on the sort of gun he's carrying.

STRENGTHS

Soldiers often appear in numbers. The more of them there are, the tougher they are.

Soldiers with explosive weapons are among the most dangerous foes in the game. Grenades and panzers (rocket launchers) deal severe damage to Rayne, so she needs to watch for soldiers with these weapons.

Soldiers always have a long-range attack, so don't ignore them as long as they have a view of Rayne.

If there are alarms in the area, soldiers will try to trigger them. The result is a flood of extra soldiers.

WEAKNESSES

Soldiers with weak guns are weak enemies. Most of them have pistols or small machine guns, and these are not a major threat.

Both blade attacks and guns work well against soldiers.

Rayne can feed on soldiers at any time, either by using her harpoon or by jumping on their backs. They're the most common food source in the game.

Soldiers sometimes become frightened, especially when hurt, and run away. They can run at a moderate pace, but Rayne is much faster.

STRATEGY



Feed on soldiers whenever possible. They're a valuable resource because of the health and guns they provide.

Rayne can kill a small (or even medium-sized) group of soldiers just by feeding. Hop from one to the other until they're all dead. Rayne takes some damage from the others' guns, but if she turns her victim and uses him as a human shield, she can minimize the damage.

Note

If her weapon is in her left hand, Rayne can fire it while feeding. Line her gun up with a standing enemy, and pull the trigger.

Blade attacks are another way of killing soldiers. To build up Rayne's Bloodlust meter for a big fight, slash soldiers.

To kill a large group of soldiers, a Blood Rage works well. You can also shoot them, though they're usually a waste of guns.

HAZMAT SOLDIERS



Hazmat soldiers are identical to common soldiers in all but dress. They wear special suits that protect them from hostile environments.

They carry the same array of weapons and have the same characteristics as common soldiers. They're only listed separately because they look so different.

SS TROOPERS



SS troopers are highly trained, specialized German soldiers. They're typically found in small numbers, either mixed in with common soldiers or defending an officer.

SS troopers carry the same array of weapons carried by common soldiers. As with common soldiers, their threat level is tied directly to the weapon they use.

STRENGTHS

Here are SS troopers' advantages over a common soldier:

- They're more durable.
- They can block Rayne's blade attacks, unless attacked from the side or rear.
- They resist Rayne's feeding attempts, unless they're frightened, low on health, or surprised.

Their ability to block and resist feeding makes a big difference. Rayne can't just feed on an SS trooper to kill him, and she can't slice him when he's facing her.

WEAKNESSES

SS troopers have no true, debilitating weaknesses. They are vulnerable to certain attacks, however.

They can be hit by standard blade attacks if Rayne circles and attacks from the side or back.

Blood Rage allows Rayne to hit from anywhere, including the front. Blood Rage attacks slice through blocks.

SS troopers cannot block gunfire, so guns are a quick way of dealing with them.

Finally, if Rayne sneaks up without their noticing, or damages them past a certain point, she can feed on them.

Note

Aura Sense helps with feeding on SS troopers. They glow red whenever Rayne can feed.

STRATEGY



If an SS trooper has a potent, explosive weapon, kill him as quickly as possible with your guns.

If an SS trooper is mixed in with common soldiers, go after the SS trooper first. Guns are the preferred method, though a Blood Rage works well. You can also use standard blade attacks if you continually circle, but this takes more time and skill.

Don't feed on SS troopers if there's easier prey around.

If you want or need to feed on an SS trooper, the standard method is to get close, fire a burst of gunfire into him, quickly circle around, and feed from the rear. The bullets are usually sufficient to either scare the trooper or damage him to the point where he's vulnerable.

Do this correctly and Rayne jumps on his back and feeds. If she's repulsed, fire a couple more rounds and try again.



UNTEROFFIZIER (LOW-RANKING OFFICERS)



Low-ranking officers are *not* the target officers that Rayne is tasked with killing in the Argentina and Germany portions of the game. Rather, they're common opponents who have enhanced combat abilities.

Their combat skill and toughness is fairly comparable to that of an SS trooper.

STRENGTHS

Low-ranking officers have all the characteristics of an SS trooper.

Their extra advantage is that they may wield a knife for short-range attacks. However, this rarely comes up. Rayne should circle them while fighting, and never allow them the chance to counterattack.

WEAKNESSES

Weaknesses are identical to those of the SS trooper.

STRATEGY



Use the same strategies you'd use against SS troopers.

GGG ELITE TROOPERS



Just as lesser officers' abilities are one step higher than those of SS troopers, GGG troopers' abilities are one step higher than those of lesser officers.

STRENGTHS

The only difference between GGG troopers and low-ranking officers is that they have extra moves.

They can perform a couple of extra hand-to-hand attacks, and they can fire their weapons while diving or rolling away from Rayne's attacks. This makes them harder to hit and more effective at close-range combat.

WEAKNESSES

GGG troopers have the same weaknesses as SS troopers.

STRATEGY



Though slightly tougher and harder to hit, GGG troopers are functionally similar to SS troopers and low-ranking officers. Fight them in the same way you'd fight those other enemies.

GGG OFFICERS



These officers are Rayne's targets throughout the Argentina and Germany campaigns. Killing one or more of these officers is often the objective of a particular level.

When fighting these opponents, a "boss" picture indicating the officer's health appears in the lower-right corner of the screen.

STRENGTHS

GGG officers are much like GGG troopers.

They have a slightly larger repertoire of hand-to-hand attacks and evasive moves than GGG troopers.

The main difference is durability. GGG officers can take a great deal of punishment.

WEAKNESSES

GGG officers are vulnerable to the same attacks as SS troopers and GGG troopers.

STRATEGY



GGG officers are usually encountered in a crowd. Therefore, your tactics must take multiple enemies into consideration.

One way of taking these guys down is to initiate a Blood Rage. A Blood Rage allows you to chop them up quickly, keeping them stunned and unable to counterattack in the meantime. Also, since many of Rayne's Blood Rage attacks affect a wide arc, you can take down other foes at the same time.

The other method is to use a heavy-caliber weapon, then gun them down from close range. Get up in their faces and hold down the trigger.

Note

If possible, whittle down the officers' support troops first.

DAEMITES



Daemites are parasitic creatures that fly through the air and lash Rayne with their tails. They like to inhabit human bodies, forcing themselves in through the mouth, then taking direct control of the body.

The Daemites discussed here are "Pure Daemites," or Daemites that have not taken control of a host body. They look soft and gooey, but don't be fooled; they can pose a genuine threat.

STRENGTHS

Pure Daemites move quickly. They also fly, so obstacles mean little to them.

They cannot infest Rayne, so they slash her with their tails. They're small and difficult to hit.

Pure Daemites are almost completely unaffected by bullet weapons, so don't shoot them.

Also, Pure Daemites writhe and wriggle so much, even after being hacked apart, it is difficult to tell whether they are dead.

WEAKNESSES

Pure Daemites can be hacked apart with one well-aimed slash. Sometimes they take more abuse, but they are not durable.

Also, as they have no long-range attacks, Pure Daemites can be ignored when they're on different floors or levels than Rayne. They *can* fly, but they seldom leave their general area.

STRATEGY



Run or jump away to get distance from these creatures, then run in and time your slashes to hack them to bits.

Blood Rage is useful against large groups of them, but it's overkill against smaller groups.

When they're in close-range, fight a circling battle to avoid getting slashed with their tails.

PARASITIC DAEMITES



Parasitic Daemites are Daemites that have inhabited a host. They have wrapped their tails around the host's spinal column and

control the host's actions like those of a puppet.

They look almost identical to the infested host, save that the head is unmistakably a Daemite head.

STRENGTHS

Parasitic Daemites retain all the moves, skills, and abilities of the host. Therefore, an infested SS trooper can still block Rayne's frontal blade attacks and feeding attempts.

Parasitic Daemites are more durable than their host originally was. Therefore, a Daemite GGG trooper can take more abuse than a regular GGG trooper.

Parasitic Daemites never become afraid.

If a Parasitic Daemite loses its limbs it can still move. In fact, a Parasitic Daemite that has lost its legs can fly around and inflict extra-damaging attacks. Therefore, if a Parasitic Daemite loses its legs, concentrate on it, and finish it off immediately.

If you kill a Parasitic Daemite with bullet weapons, or by feeding, the Pure Daemite inside will survive. The host body dies, but now you're faced with a Pure Daemite.

WEAKNESSES

Rayne can and should feed on Parasitic Daemites. Most of them were common soldiers, so they cannot block her feeding attempts.

STRATEGY



Large groups of Parasitic Daemites are best killed with Blood Rage.

Smaller groups should be hacked apart with blades, or fed upon individually. Use circling attacks to avoid return damage.

Guns work, but as noted above, the Pure Daemite inside can survive a bullet attack.

Always keep moving when fighting these creatures.

Feed on Parasitic Daemites whenever you need the health. They have lots of life energy and provide Rayne with a good amount of health.

HIGH PRIEST VON BLUT



The first of the Argentina bosses, this Thule High Priest is a tough customer. He hides inside an armored pulpit with a front-mounted machine gun and can take Rayne down quickly if she doesn't use the right tactics.

STRENGTHS

High Priest Von Blut cannot be harmed by a frontal assault, thanks to his armored pulpit.

The pulpit is open in the rear, but it slides to the other end of the room in a defensive move if Rayne starts to get behind it.

The front-mounted machine gun deals severe damage.

WEAKNESSES

The pulpit is open in back. The High Priest is vulnerable while the pulpit is sliding from one side of the room to the other. Rayne must exploit this weakness.

The pulpit is stationary except when sliding to avoid Rayne's circling attacks. Therefore, if Rayne stands behind an obstacle, she cannot be hit.

STRATEGY



Rayne fights the High Priest in a long room with columns.

Stand behind a column while the High Priest fires his machine gun.

Note

Use Dilated Perception to make this fight easier.

The High Priest periodically stops to reload. This takes a few seconds. If you're far from the pulpit, take this opportunity to get behind a closer column.

If you're already close to the pulpit, run straight toward it. Circle around to the back when you get close.

When Rayne gets behind the pulpit, it automatically starts sliding across the floor, exposing the High Priest's back. Chase the pulpit and let loose with bullet weapons (or a Panzerfaust) as it slides.

When the pulpit reaches the other end of the room, get behind a column and repeat the aforementioned tactics until the High Priest is dead.

Note

Common soldiers periodically appear during this fight. Use the harpoon to drag them behind a pillar and feed on them. Their guns are useful if you run out of bullets.

KOMMANDO (INFANTRY COLONEL)



Kommando is a secretive German field ops special commander. His favored tactics are those of stealth and deception. You encounter him twice in the game—once as a human, and once as a Parasitic Daemite. He's tougher the second time around.

STRENGTHS

Kommando fights like a GGG officer, though he's much more durable than the typical officer. He fires an automatic rifle and fights hand-to-hand.

His one extra skill is the flash grenade. He uses this when he's in trouble. Once he does, Rayne is temporarily blinded and Kommando disappears, only to reappear in a completely different location.

He's assisted by GGG troopers the first time you fight him, and Parasitic Daemites the second time.

WEAKNESSES

Kommando has no defense against bullet weapons. Like GGG officers, he can block frontal blade attacks but cannot deal with side or rear attacks.

STRATEGY



Use Dilated Perception when fighting Kommando.

Run around and kill some of his followers. Bullet weapons are a good way of doing this quickly.

Then focus on Kommando. A good method is to shoot him a couple of times with a bullet weapon as you approach; this freezes him or knocks him down.

Note

Keep shooting him while he's down. This is an easy way to pile on the damage.

When you're close, circle and use blade attacks from the sides and rear. Trigger a Blood Rage when you can and keep dealing damage.

When he uses his flash grenade, run around until your vision clears and your compass shows his location again. Go after him. Repeat these techniques until he's dead.

Note

The second time you fight Kommando, he may reappear in an outside area. One or more Parasitic Daemites out there have rocket launchers. Focus on killing the rocket wielders before turning your attention to Kommando.

THE BUTCHERESS (DR. BATHORY MENGELE)



The Butcheress is the GGG's lead scientist (and executioner). She attributes her sadistic ways to a long line of ancestral, mortal "vampirism."

The Butcheress has all of Rayne's melee moves and a pair of bone saws that act like Rayne's blades.

STRENGTHS

You encounter the Butcheress on a rooftop that is actually a checkerboard of trapdoors. In addition to an array of kicks, slashes, and other melee attacks, the Butcheress runs to a control panel and drops several of the trapdoors. Falling means instant death for Rayne.

The beams between the trapdoors become electrified when the doors are open, so standing on the beams is not safe. Rayne must stand on a trapdoor that does not open.

WEAKNESSES

The Butcheress has no guns, but this isn't a real weakness. She can close the gap quickly with her array of high-flying jumps and kicks.

Rayne's main advantage is her ability to Blood Rage.

STRATEGY



You should build up your Bloodlust meter before encountering the Butcheress and activate Dilated Perception.

When the battle starts, trigger a Blood Rage and assault her with a constant barrage of melee attacks. Don't let up.

If you're lucky, you can kill her in that first Blood Rage.

If you don't kill her, use Dilated Perception. Run away from her while firing your heaviest bullet weapons. You can also use melee attacks when she's close. Be sure to circle her as you attack.

When she runs toward the control panel, be sure Dilated Perception is activated. Watch the trapdoors. The ones that emit a thin trickle of steam are the ones that will open. Jump to one that's safe.

If you can't tell which trapdoor is safe, start running and jump at the last minute. Rebound kick for extra air, and aim for the walls at the center of the roof. You might get lucky and reach a safe spot, or stay airborne just long enough for the trapdoors to close.

DAEMITE WARRIOR



Daemite Warriors bear little resemblance to regular Daemites. They're huge, hulking, twisted monstrosities that lash out with tentacles. They're tough in groups.

STRENGTHS

Daemite Warriors deal severe damage with their tentacles and sustain a great deal of damage in return.

Bullet weapons have little affect on them. Daemite Warriors are strange and amorphous looking, so it can be tough to figure out which side is the front. This is important because Rayne needs to avoid standing in front of them.

WEAKNESSES

Daemite Warriors are very slow and have no long-range attacks.

STRATEGY



The first time you encounter Daemite Warriors is in The Mill Mile. Use explosive weapons on them; refer to the walkthrough for tips on where to find them.

Now use your bullet weapons. Then trigger a Blood Rage and run in. Continually circle the targets, slashing the whole time. They should be weakened from the explosives and they will fall quickly.

The second time you encounter them is in Temple Guardians. Ignore the one at the base of the shaft because he's slow and can be avoided.

The key to killing the three at the top is effective use of your resources. Don't indiscriminately kill Parasitic Daemites. Let them live and feed on them after the Daemite Warriors have injured you. Also, hack on the Pure Daemites to build your Bloodlust meter.

Empty all your weapons into the three Daemite Warriors. Then fight them with Blood Rage, but only when one has gotten far away from the other two. It's safer to pick on loners.

When you're out of Bloodlust and low on health, go back through the level to feed, collect weapons, and build up Bloodlust again. Then return and repeat.

Note

Due to their size Daemite Warriors sometimes get stuck on terrain features. If this happens, you can run up behind them and fight them *without* Blood Rage. This is the only time it's safe to do so.

D. MAULER (INFANTRY BRIGADIER GENERAL)



D. Mauler is a huge, muscle-bound Aryan experiment. He fights bare handed; his main asset is his massive strength.

STRENGTHS

Mauler deals massive damage with his punches and handclaps.

If Rayne retreats to the upper level catwalk, he can knock down support pillars and cause parts of the catwalk to collapse.

Mauler is immune to gunfire.

WEAKNESSES

Mauler is slow to move and turn and has no long-range attacks. He's actually not very tough if you fight him effectively.

STRATEGY



Use Dilated Perception and get in close. Circle constantly; never let Mauler get a clean frontal shot at you. Retreat if you think you might take a hit.

Use melee attacks. When possible, trigger a Blood Rage. Keep hacking away at him and he'll fall quickly.

Note

Soldiers may periodically enter from above. You can feed on them for health.

GERMANY

Germany contains a number of enemies from Argentina (soldiers, low-ranking officers, SS troopers, GGG troopers, GGG officers), as well as several unique foes. Here's a look at your new opponents.

GGG JETPACK TROOPERS



GGG Jetpack Troopers fly through the air and fire bullet weapons. The very toughest Jetpack Troopers may possess rocket weapons.

STRENGTHS

Jetpack Troopers are super-fast and agile, almost immune to melee attacks.

They can attack Rayne from above, negating most forms of cover.

They're very difficult to feed on because Rayne can seldom hit them with her harpoon.

When they're killed, their jetpacks tend to explode. This can damage Rayne if she's in the vicinity.

WEAKNESSES

Jetpack Troopers aren't particularly durable.

STRATEGY



Constantly move around and use bullet weapons to gun them down.

Hide behind cover as much as possible—especially anything that puts a roof or object above your head. This forces them to drop down low to attack. They're easier to shoot when they're low to the ground.

If you're particularly skilled, or if they're close enough, you can harpoon or jump-harpoon them and feed on them. Typically, you should just shoot them and look for a meal elsewhere.

Run away from their bodies when they die because their jetpacks tend to explode.

BAT CREATURES



Bat creatures are just what the name suggests, giant bats. They fly into the area using kicking attacks and are hard to hit while airborne—but they are vulnerable when they land.

STRENGTHS

Bat creatures are hard to hit with melee attacks while they're airborne.

WEAKNESSES

Bat creatures are vulnerable when they're on the ground. A few slashes or bullets will kill them.

STRATEGY



Shoot them out of the air, or run up and slash them while they're on the ground. These creatures shouldn't be more than a nuisance.

VAMPIRES



The vampires Rayne encounters are a special breed from New Guinea. They have evolved mouths in each of their wickedly clawed hands.

These creatures are fast and strong, but they're nothing Rayne can't handle.

STRENGTHS

Vampires move quickly and hit hard. They're also durable and often encountered in groups.

WEAKNESSES

Vampires have no long-range attacks, so Rayne can shoot them while retreating.

They cannot block Rayne's blades and can feed on them in most situations. This makes them useful as abundant sources of health.

STRATEGY



Large groups of vampires should be destroyed with a Blood Rage, or at least a mobile, circling attack style. Just keep circling, and keep throwing melee attacks.

Use guns if the odds are overwhelming and you're desperate.

Rayne *can* feed on vampires. They provide lots of health.

To feed, jump on the vampire from the side or rear. They can sometimes resist a frontal feeding attempt.

If the vampire is particularly difficult, shoot him a few times, then try feeding again. Once again, initiate the attempt from the side or rear.

OBERSCHARFUHRER (HIGH COMMANDER) MYNCE



In Teachers and Traitors, it turns out that Mynce is a traitor you must fight. Is nothing sacred anymore?

Mynce is essentially a Rayne clone. She has the same skills, so it's a challenging fight.

STRENGTHS

Since Mynce has Rayne's melee skills, she can do a great deal of damage at close range, especially if you stay in front of her.

She's also just as fast as Rayne.

Some of her melee attacks take her high into the air, so your counterattacks may occasionally miss.

WEAKNESSES

Mynce doesn't use guns and can't (or won't) use Blood Rage.

Your Blood Rage is the key to making this a manageable fight.



STRATEGY



When you begin fighting Mynce, be sure to use Dilated Perception.

Fire bullet weapons while staying as far back as possible and circling to avoid melee attacks. You can also throw in the occasional blade slash.

When Mynce is somewhat hurt, she starts running up the stairs. Follow her at a distance.

Mynce may pause at certain landings. Instead of catching all the way up, hang back and shoot at her from below, then chase her again when she takes off.

After crossing to a different tower, it's time to complete the battle. Trigger a Blood Rage and start your usual circling, slashing routine. If you lay it on thick, you'll emerge victorious.

MOBILE ARMOR



Mobile Armors are giant, mechanized tanks. They have three weapons: a high-speed machine gun, a rocket launcher, and a grenade launcher.

These mechanical beasts are incredibly powerful. You encounter them a few times during the game, and your tactics depend on the situation.

STRENGTHS

Extremely powerful weapons and extraordinary durability are the hallmarks of the Mobile Armor.

WEAKNESSES

Extreme sluggishness is this vehicle's only real weakness.

STRATEGY



Rayne must fight several of these things in Unholy Mecha. Fortunately, she's piloting one herself at the time.

The two keys to victory are to continually move sideways (it's slow, but you need to avoid a few rockets) and repeatedly fire your weapons.

Strafe from side to side. You can't avoid everything, but every rocket you dodge is a plus.

Press and hold the machine gun button while aiming at the enemy's lower torso or upper legs. Meanwhile, periodically tap both the grenade and rocket launcher buttons. Stay back far enough so you don't get hit by your own grenades.

Stay on target at all times. If the machine gun overheats, let up on the trigger for a while, then press and hold the trigger again.

When Rayne encounters a lone Mobile Armor in The Bridge, it's a different story because she's on foot. In this case, she needs to destroy it with three Panzershrek shots. Constantly retreat, using Dilated Perception, and briefly switch over to Extruded View when you take your shots. Aim low, as the Mobile Armor is constantly descending. Don't let it get too close.

HEDROX



Hedrox is an ancient vampire chieftain who replicates himself. For example, if you hack off Hedrox's limb, the body grows a new limb—and the severed limb grows a new Hedrox.

The term "Hedrox" therefore refers to a group of creatures that act more or less like an individual.

Each individual Hedrox can make its own decisions but shares the other Hedrox's thoughts. Subsequently, Hedrox is slightly insane.

STRENGTHS

Hedrox is fast and hits hard. It can leap through the air and deal severe damage on impact.

Beyond that, don't worry; you don't fight Hedrox in a conventional sense.

WEAKNESSES

Hedrox is killed by water.

STRATEGY



When you encounter Hedrox in The Windmill, you don't actually fight it. You just need to avoid it while you break building supports.

If you position the supports between Hedrox and Rayne, Hedrox will often leap through the supports, doing your job for you.

When all six supports on each of the windmill's two levels have been destroyed, all but one Hedrox is killed—and the survivor flees.

THE DOPPELGANGER TWINS: SIGMUND AND SIMON KRIEGER



The twins are senior Nazi officers who throw bladed swastikas at Rayne.

Born as Siamese twins, they were separated at birth; each is missing one arm. Nevertheless, they are both proud and vain.

Their most noteworthy characteristic is neither a strength nor a weakness—just an oddity. When you hit one twin, the other twin is damaged.

STRENGTHS

The twins are mobile. They like to hide behind the two pillars in the arena where you encounter them.

Their thrown blades bounce around and take indirect paths, so they can hit Rayne even if they don't have a line of sight with her.

The twins are durable. And because they look the same, if you don't pay attention, you'll end up attacking both of them (and spreading out the damage) rather than focusing on one of them, as you should.

WEAKNESSES

When one twin dies, the other immediately follows (regardless of whether he's damaged or not).

Both guns and melee attacks injure these officers.

STRATEGY



Use Dilated Perception for this fight.

One strategy is to destroy one of the two pillars by rebound kicking, thus removing one twin's cover—but this move is unnecessary.

Pick one twin and chase him around the pillar. Shoot him with bullet weapons and hack him with melee attacks. He occasionally gets behind the pillar, but Rayne is fast enough to catch him, especially given all the reaction time provided by Dilated Perception.

If both twins congregate in one area, keep after the one you've been fighting and ignore the other. Your target's cloak and hat fly off once you deal significant damage, so if you're attentive you can distinguish him from the other one.

Blood Rage allows Rayne to inflict massive damage. Stay close and hack furiously, and you'll eventually win the battle.



SUPREME COMMANDER JURGEN WULF



Jurgen Wulf is a World War I war criminal who fled to South America to escape punishment. While there, he learned of powerful supernatural relics and founded the GGG.

The relics he seeks are parts of a demon named Beliar. Some of these relics are now part of Wulf's body and give him special powers. He possesses Beliar's ribs (provide toughness), teeth (allow him to breathe fire), eye (gives enhanced perception, which translates to supernatural speed), and hand (allows burning, slashing attacks).



Wulf appears in the endgame, along with Beliar. The strategy for fighting him is quite complex; it would be a waste of space to repeat it all here. Refer to the appropriate spot in the walkthrough for full details on Wulf, his capabilities, and how to beat him.

BELIAR



According to some myths, Beliar was the original devil. When Lucifer fell from heaven, he usurped Beliar and ripped him into a thousand pieces. These pieces are the relics that Jurgen Wulf collects.

Beliar slowly grows bigger and stronger throughout the course of his fight against Rayne. He's an incredibly powerful enemy.



Beliar appears in the endgame, along with Jurgen Wulf. Refer to the last part of the walkthrough for full details on how to beat him.



GENERAL STRATEGY

This section provides a toolset of general techniques for getting through the game. Refer to the walkthrough sections when you're stuck, but the following tips will minimize the number of times you need those explicit walkthroughs.

COMBAT STRATEGY

Here are a few tips to improve your combat skills.

WHEN TO USE MELEE ATTACKS



Rayne's standard melee attacks, triggered by repeatedly pressing the attack button, are her most basic form of attack.

These attacks are less exotic than those using the harpoon or the Bloodlust meter, but they're also the most useful. You can hack and slash through most enemies with these attacks.

Melee attacks are preferred any time you face a noncritical situation. They allow you to damage your enemies while conserving your guns. Additionally, they build up your Bloodlust meter.

WHEN TO USE GUNS



Use guns whenever the situation is too difficult for melee attacks alone.

For example, a large room filled with SS troopers and other powerful enemies is tough to clear with just melee attacks. Rayne will take damage from the weapons trained on her.

In this situation, thin out the toughest enemies with guns. Then take over with melee attacks, or by feeding on individuals.

Guns are essential when fighting enemies whom you must destroy quickly (such as soldiers with rocket launchers) or bosses who are partially immune to hand-to-hand attacks.

WHEN TO USE BLOOD RAGE



Save Blood Rage for tough enemies or for large groups of enemies.

It's also useful in Louisiana for times when you fight while standing in the water. It slows things and makes your situation more manageable (in the absence of Dilated Perception, which becomes available when Rayne progresses to Argentina).

WHEN TO FEED



Rayne can safely feed on a standing enemy in most situations. Here are the exceptions.

She cannot safely feed if several enemies with decent guns surround her. If the enemies are in one direction, she can turn her victim and use him as a human shield—but if enemies are all around her, they'll shoot her. She may lose health faster than she gains it through feeding.

Rayne cannot safely feed if a nearby enemy has a panzer or grenades. These explosive weapons can inflict terrible damage. Hop off the victim and get out of the way if one of these weapons appears in enemy hands.

Rayne has to be careful about feeding on a lesser enemy while in the presence of a boss. Use Dilated Perception when doing this, and keep an eye on the boss. Be ready to leap off and continue the fight at a moment's notice.



MAXIMIZING DAMAGE



Maximizing damage means sticking close to the target despite its evasive maneuvers. If you allow the enemy to drift off, Rayne's attacks will miss their mark.

This is important during Blood Rage, when Rayne uses her high-kicking, spinning attacks. Mobile enemies can slide out of the way of these attacks, so constantly adjust Rayne's position in midair to keep the target in range.

Tip

Some enemies, such as Daemite Warriors, can hurt Rayne if she gets right up and touches them—so maintain a precise range.

AVOIDING RETURN DAMAGE



The rule of thumb for avoiding damage is to circle the enemy. Any foe can hurt Rayne if she stands in front of him or her, but no foe can mount an effective attack if Rayne slides behind him or her.

Dilated Perception slows things down and makes it easier for Rayne to react to the enemy, adjusting for every movement and staying to the side or rear.

Staying to the side or rear is trickier when you face several opponents. One technique is to run around and separate the foes so you can circle each one individually.

Note

This method only works on slow enemies without potent long-range attacks.

Another method is to trigger Blood Rage or use weapons to thin out the group.

USING HIGH EXPLOSIVES



Rayne automatically aims bullet weapons at the nearest enemy or enemies. However, she must aim grenades and rockets.

The difficult part with rockets is getting the elevation right. Too high and the rocket sails over the target's head; too low and it hits the ground, possibly even hurting Rayne.

Experience is the only teacher when aiming rockets. It also helps to use Dilated Perception, which gives you more time to aim.

Note

When Extruded View becomes available, use it to aim rockets. Switch from Dilated Perception to Extruded View, line up a shot, fire, then leave Extruded View before a counterattack hits you.

Grenades are not easy to aim, even when Extruded View is available. There are some tricks to help you, though.

Aim for the enemy's feet, and use the natural terrain to your advantage. For example, wait until the enemy is standing at the base of a slope, then throw the grenade. The slope prevents the grenade from going too far past the target.

Finally, if you want a grenade with a short fuse, "cook" it by holding down the fire button for a couple seconds before tossing it. It'll explode shortly after you throw it. Be careful not to hold it too long.

DEALING WITH BOSSES



Bosses are a diverse lot. In addition to their raw power, some bosses have unusual strengths and weaknesses and you must beat them with specialized tactics. This makes it impossible to outline a single formula for beating them all. However, common threads do exist.

- Bosses are vulnerable to Blood Rage. In some cases, it's the only way to damage them. Enter every boss fight with a full Bloodlust meter.
- Some bosses are vulnerable to guns, so keep a big arsenal on hand. Even bosses that aren't vulnerable to guns may flinch when you hit them, and that buys you time.
- Circling and staying behind the boss is usually just as effective a strategy as it is against weaker foes.
- Many bosses' strengths or weaknesses derive from the level in which they reside. Pay attention to the surroundings, always looking for possible dangers or opportunities.

EXPLORATION STRATEGY

It helps to have a general strategy for exploring a new level. You can always wander around until something happens, but that doesn't work so well on the more complicated levels.

EXPLORE EVERY ROOM



Explore every room in the level. Take it slowly or you'll miss semi-hidden weapons and weak spots in the walls.

Running through the level at top speed is a surefire way to become confused, especially when you're in one of the more complex, multifloor levels.

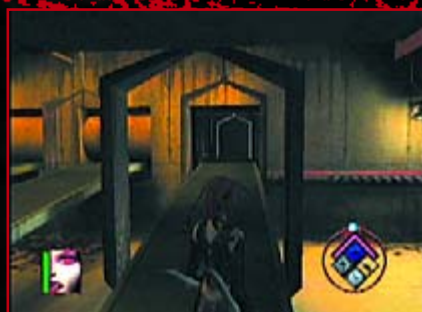
BREAK CRATES AND BARRELS



Crates, barrels, and other destructible items often conceal weapons. Sometimes they conceal a doorway or a vital weak spot in the wall.

Make a habit of shredding everything in sight.

LOOK FOR ALTERNATE ROUTES



Some levels are small and linear, but the minute Rayne arrives in Argentina she deals with more complex environments.

Often, you can't reach your goal by moving straight toward it. For example, if you're on the first floor and your goal is too, you aren't guaranteed a clear path to it. You may have to venture down into the basement (or up to the second floor), move around, then return to the first floor at another spot.

WATCH FOR BREAKABLE PATHS



It's already been mentioned, but it's vital. Constantly watch for breakable spots as these are often the key to progressing in the level.

Flimsy doors, weakened walls, and glass windows are obvious targets. Some targets are easy to overlook, however.

For example, Rayne may find a long row of barred, unbreakable windows. It's easy to discount them and leave, but keep looking. You might find a single window in the row without bars.

MOVE FROM FLOOR TO FLOOR



Rayne doesn't need to use stairs. She can jump from one floor to the next, except in rare cases where ceilings are *extremely* high.

Always look for balconies, overhangs, and galleries where multiple floors overlook a courtyard. These are easy places for Rayne to climb or descend floors.



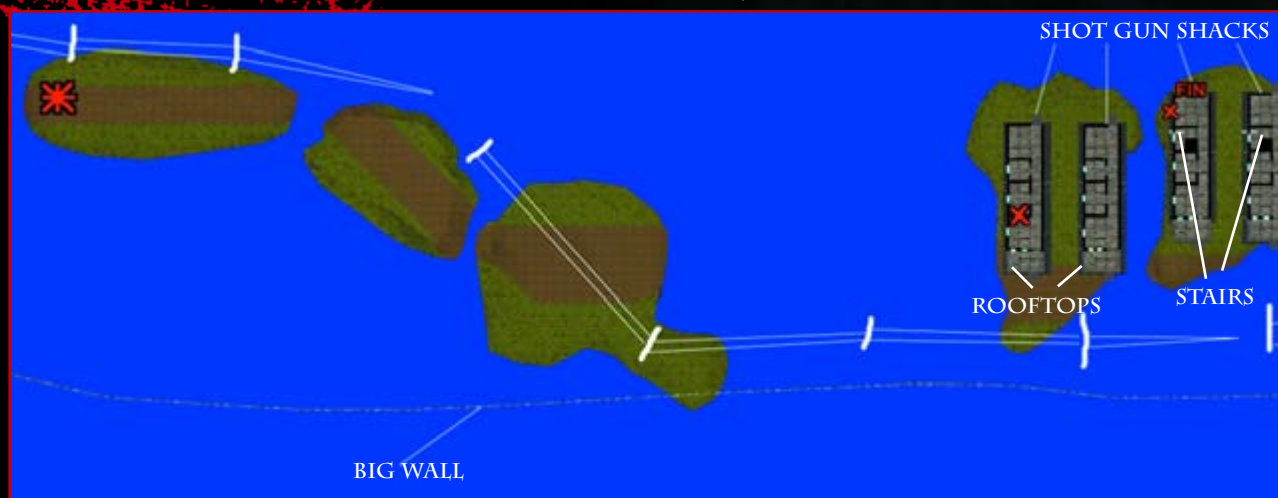
WALKTHROUGH: LOUISIANA

This section guides you through the first of three major game locales—the small bayou town of Morton, Louisiana.

A strange and terrible plague has struck Morton, turning townsfolk into mutated horrors and spawning spider-like abominations that the locals call “Maraisreq,” or “swamp monsters.”

This small region provides a good introduction to the tougher challenges of later levels.

INITIATION: LOUISIANA, 1933



LEGEND

- Start/Level Entrance
- End/ Level Exit
- Locked/Blocked Path
- Unlocks from one side
- Breakable Path
- Target
- Switch/Lever

Note: This Legend corresponds to every map in the book. Refer back to this page if you have any questions.

- | | | |
|-----------------------------------|---|--|
| 1 W&S M1917 Pistol | 11 Greaser Submachine Gun | 21 Double Barrel Shotgun |
| 2 W&S Double-Action Pistol | 12 SMP34 Submachine Gun | 22 M1918GAR Machine Gun |
| 3 Cole 44 Pistol | 13 Greaser Artil Large Submachine Gun | 23 Kaxik MG08 |
| 4 Walthurm PP Pistol | 14 SMP34 Artil Large Submachine Gun | 24 MG32 Machine Gun |
| 5 Mauz 9mm Pistol | 15 Bergstein MP28 Large Submachine Gun | 25 MG06 Machine Gun |
| 6 Leug P08 Pistol | 16 Blitzeweher 32 Assault Rifle | 26 Granatewurf Grenade Launcher |
| 7 Leug P08Artil Pistol | 17 ZZG33 Assault Rifle | 27 Panzerfaust Rocket Launcher |
| 8 Springbrook Rifle | 18 G33 Sniper Rifle | 28 Panzershek Rocket Launcher |
| 9 Winkesler Rifle | 19 Breaning A5 Shotgun | 29 Dynamite |
| 10 Kennings Rifle | 20 Ethica 33 Shotgun | 30 Grenade |

This training session takes place in the swamps near Morton. You can skip the initiation, but it's quick and informative. It's recommended that you complete it.

The training session is led by Mynce, a dhampir with powers equal to Rayne's.



Mynce shows you how to jump long distances. Follow her lead, and jump across the water. Hold down the jump button; the longer you hold it, the more air you catch.



Next, Mynce demonstrates how to “tightrope” by leaping onto a power line. Follow her lead. Steer yourself in midair; hold down the jump button for the highest possible jump.



After following Mynce along the power line, you appear beside a shotgun shack. Watch Mynce break down the door with a rebound kick.



Inside, Mynce points out a weak section of wall. Rebound kick the wall to open a doorway.



Mynce instructs you to kill the Mutate beyond the door. Hack it apart with your blades.

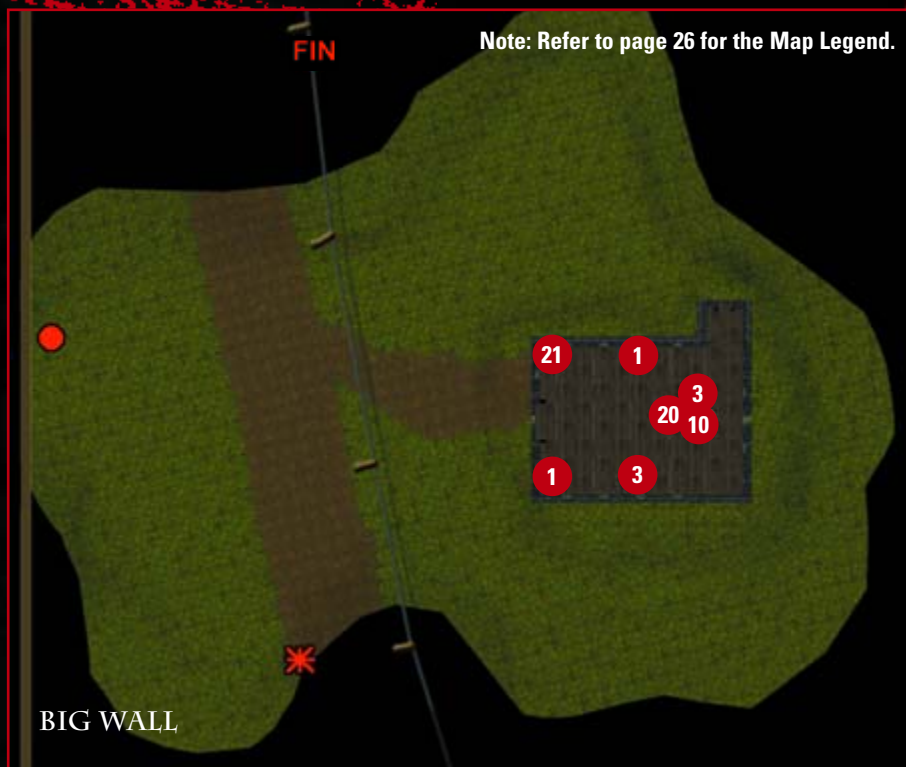


You move to another shack, where Mynce demonstrates combo attacks on another Mutate. She points out a Mutate for you to attack. Switch to Aura Vision and note the blue glow.



Either hack the Mutate with blades, or feed on it if your health has been damaged.

SANCTUARY



At this point, the game starts in earnest.



A cutscene shows Rayne and Mynce driving to Morton in a fan boat. Mynce enters the nearby church.



Follow Mynce into the church as soon as you get control of Rayne.



Inside, after a brief conversation with Mynce, pick up the guns scattered across the floor.



Mynce meets you next to the wall. She tells you to destroy the Biomasses that are generating the monsters.



Jump onto the nearby power line, and follow it into the swamp.

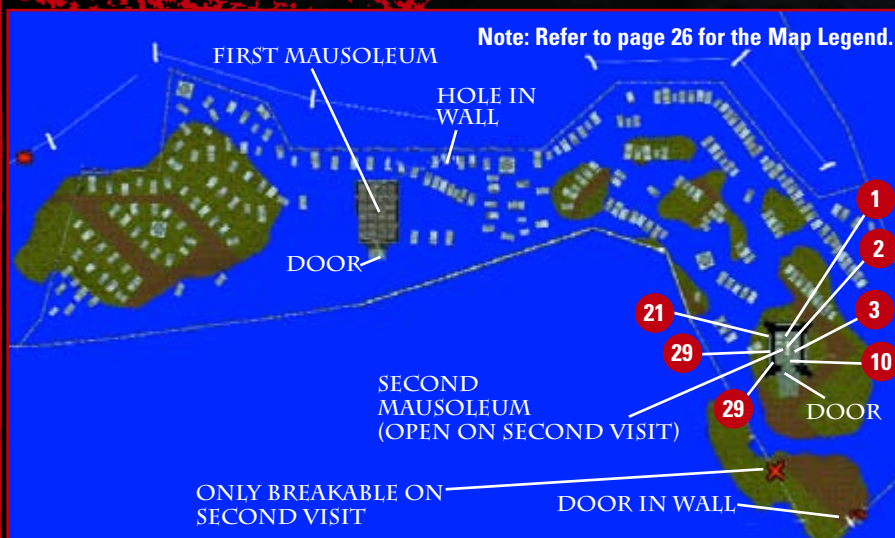


Exit the church and proceed toward the massive wall that encircles the town. (It glows blue if you use Aura Sense.)

Note

Even if you don't use Aura Sense, your current objective is always visible as a blue glowing dot on the compass ring in the screen's lower-right corner.

CITY OF THE DEAD



Outside, kill several Mutates and Diseased. Practice fighting; there's no rush. Proceed toward the wall.



Follow the power line. It eventually descends into the water, but there's an island covered with tombstones to your right. Jump onto it to avoid the water.



Kill any Diseased and Mutates in the immediate area, then hop across a couple of tombstones to get onto a second power line.



Make your way along the path indicated on the map. You must jump across a few small islands to avoid the water. The first jump is the toughest.

Note

If you're a good jumper, you can avoid the water completely. Jump from the starting point onto the roof of a flooded car, then to the first small island.



Stand in front of the first house, labeled "House #1" on the map. Jump onto the power line that passes in front of it. From there, jump onto a corner of the roof.

Note

Press jump again in midair to rebound kick. This technique gives you extra distance for long jumps (like this one).



Run along the roof to the back of the house. Look down. Drop onto the back porch and enter the house through the back door.

Note

Use the back door; the front door is locked and barricaded from the inside.



Inside, the hallway is blocked. Look for a breakable wall and smash it. A survivor is holed up in here; Rayne automatically sends him to the mausoleum.



Exit the house through the front door after smashing the chair that's jamming the door shut.



Enter the other nonflooded house, labeled "House #2" on the map, by smashing a weak spot on the side wall.



Inside, the hall is blocked, so smash through the bedroom wall. Beyond it is the Biomass. Hack it with close-range attacks, and trigger Blood Rage as quickly as possible, then finish the job.



Note

At various points in the game, (like right now) Rayne gains extra attacks. These points are predetermined, so don't worry about missing any.



Go outside, then jump onto the roof of House #4. It's a single-story house, so you can get up there easily.



Jump into House #3 by rebound kicking off the roof and through one of House #3's three upstairs windows.

Note

Even if your rebound kick doesn't smash through the window, you'll catch the window ledge. If that happens, slash the window open and drop inside.



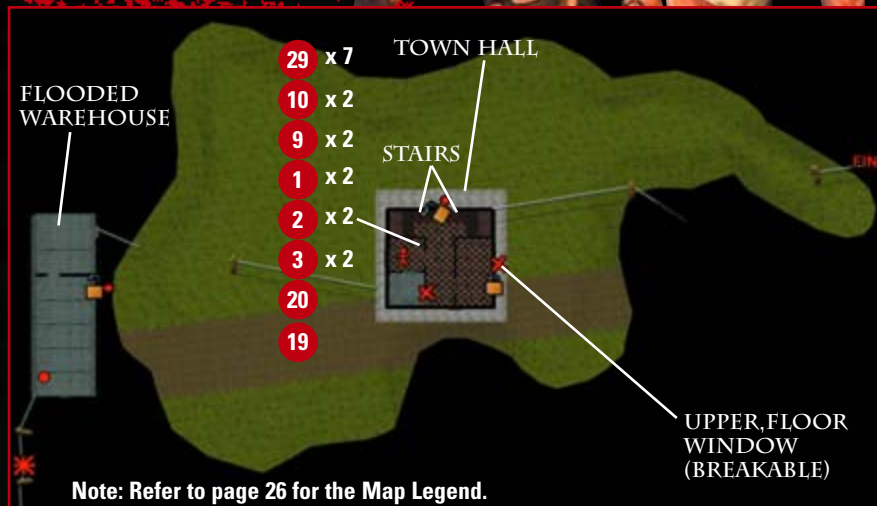
Locate dynamite on the floor of the back room. It'll come in handy later.

Note

Don't go downstairs. It's flooded.



In the front room, you encounter an old lady named Kazi, who tells you about a suspicious local resident. Rayne automatically sends her to the mausoleum.

TOWN HALL

Follow the power line to the top of a partially sunken warehouse. Leap onto the big island to your right.



Exit the house through the broken window. Outside, locate the power line leading to the next map. Get on it and exit.



The town hall dominates this island. Circle it, killing Maraisreq, Diseased, and Mutates along the way.



The town hall's ground-level entrances are sealed, so examine the second floor to find a window covered with flimsy boards.



From the ground, rebound kick through that second-floor window. Kill the Maraisreq and Mutates on this floor.



Go downstairs and kill more creatures.



There's a breakable section of interior wall next to a locked door. Destroy it. On the other side, you find another survivor, who Rayne automatically directs to the mausoleum.



Collect weapons, including dynamite, from the jail cell where the survivor was trapped.



Exit the building through a door near the base of the stairs that opens from the inside.



Enter the flooded warehouse through a set of unlocked double doors at ground level. Run as quickly as possible to avoid excessive water damage.



Inside, run through an open doorway into the room with the Biomass. Jump onto an elevated platform to avoid further water damage.



Destroy the Biomass by selecting your dynamite and throwing a stick or two at it. Optionally, start a Blood Rage, jump into the water, then quickly kill the Biomass.



THE BEAUREGARD HOUSE

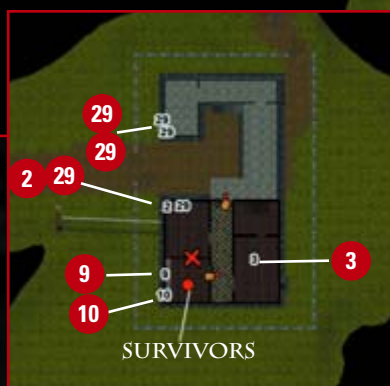


Quickly exit the warehouse and get back to dry land. The fastest exit is a single door located beneath the elevated platform.



Run to the other end of the island, where you find a power line leading into the swamp. Jump onto it and follow it to the next map.

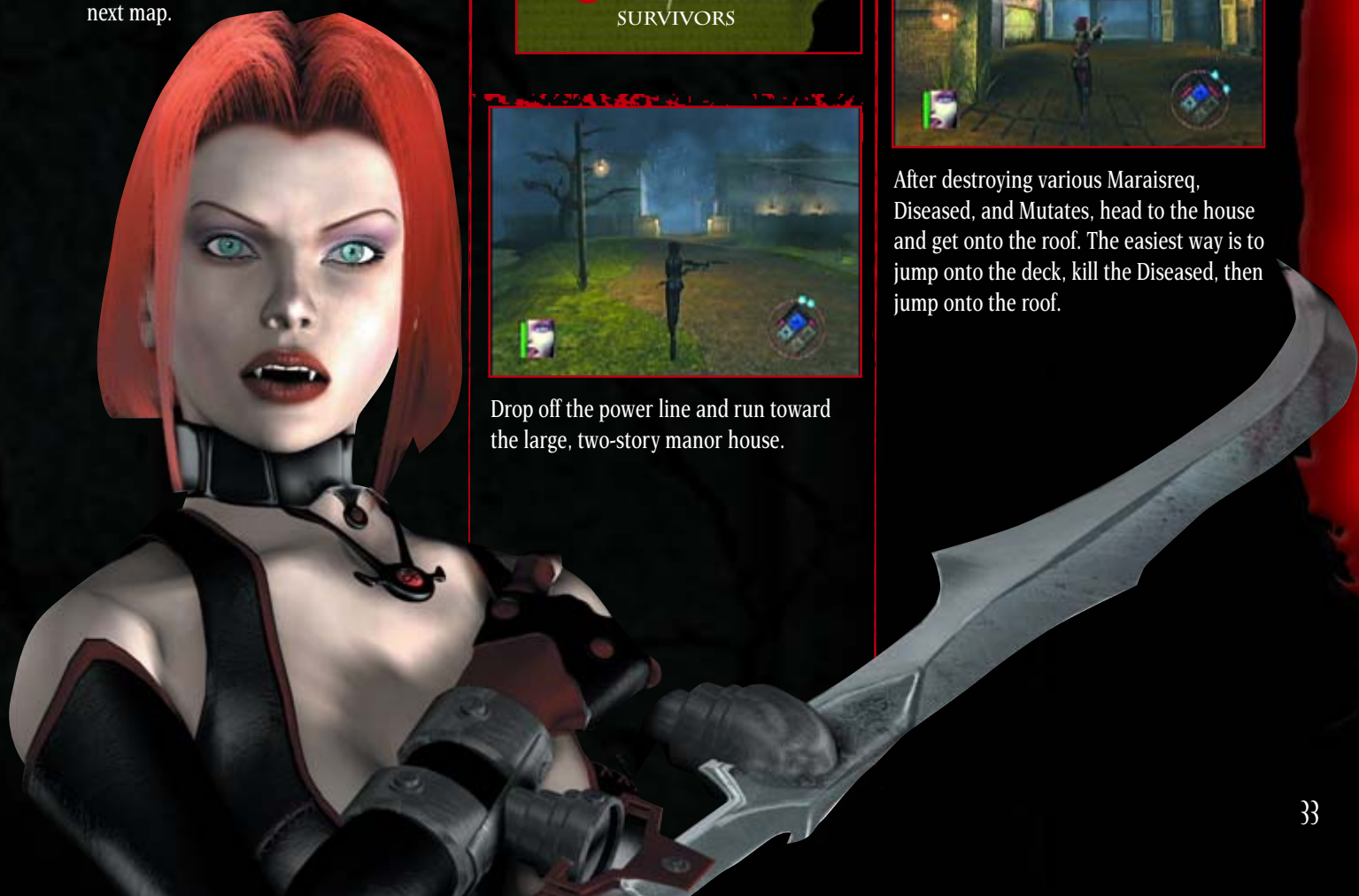
Note: Refer to page 26 for the Map Legend.



After destroying various Maraisreq, Diseased, and Mutates, head to the house and get onto the roof. The easiest way is to jump onto the deck, kill the Diseased, then jump onto the roof.



Drop off the power line and run toward the large, two-story manor house.





Drop through the chimney to get inside the house.



Inside, fight your way upstairs. In one of the upstairs bedrooms, break an interior wall to reveal a father and daughter. Rayne automatically sends them to the mausoleum.



Go downstairs to find a broken lift in a room adjacent to the bathroom. Rayne comments that the battery is dead.



Exit the house. Go into the garage.

Note

The actual garage door (the one a car would drive through) is locked and unbreakable. Enter through the door beneath the stairs leading up to the deck.



Grab the battery from the garage. It's sitting in a corner, near the car.



Return to the lift and slash at it with your blades. Rayne replaces the battery, and the lift starts to descend.



The basement contains a Biomass. It's also flooded. Hack apart the boiler and the water drains out.

Note

Trigger a Blood Rage as quickly as possible, then run up and slash the boiler. Shooting the boiler with weapons is tough because Rayne tends to aim at the Maraisreq generated by the Biomass.

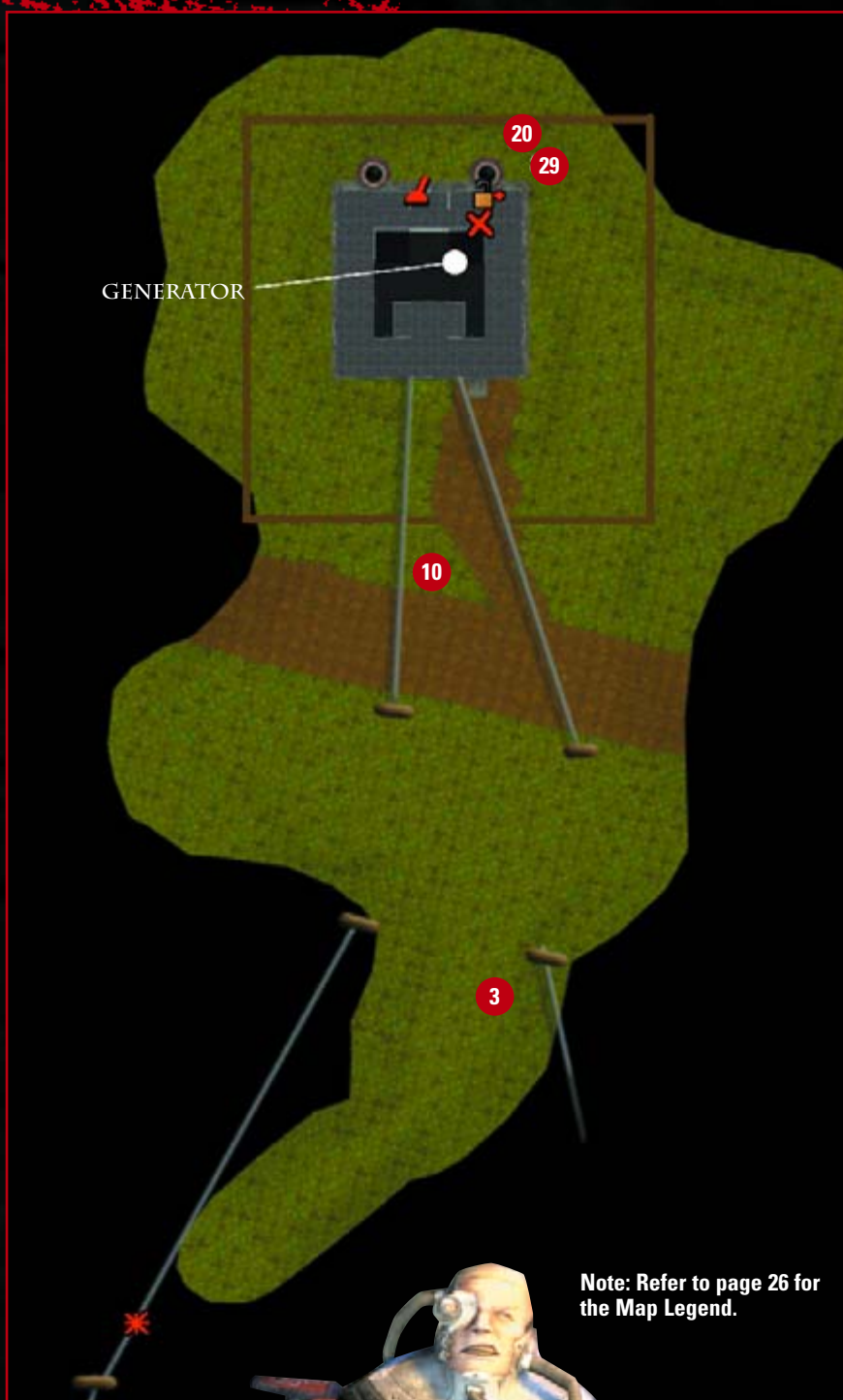


Regardless of whether you take out the boiler, you need to destroy the Biomass. Trigger a Blood Rage and rip it to shreds.



Get back on the lift. Slash the controls to activate them, and return to the main floor (or just jump up). Exit the house. Locate the dock, and follow a power line leading off the dock and into the swamp.

COLONIAL POWER



Note: Refer to page 26 for the Map Legend.



Drop off the power line when you reach solid ground. Get inside the Colonial Power building. It's a three-level structure, and you enter on the second level.



The lower level is flooded. Run to the top level, then jump through the glass window of a control booth.



Slash at a lever in the control booth. Rayne activates the lever, and most of the water drains out of the lower level.



The remaining water is still electrified. Look for a generator on the lowest level, and shoot it repeatedly from above (or throw dynamite) to detonate it and destroy the electricity.



Rayne is ready to go downstairs. Get down there and destroy the Biomass. Slash it until you can Blood Rage, then quickly finish the job.



When the Biomass is destroyed, you're automatically taken to the next level.

CITY OF THE DEAD, REVISITED

Rayne now reappears in the City of the Dead. Watch as a Maraisreq eats Mynce and the gathered survivors are killed. Only then do you regain control of Rayne.



A Maraisreq kills Mynce, and the collected survivors are overwhelmed. You're powerless to help.

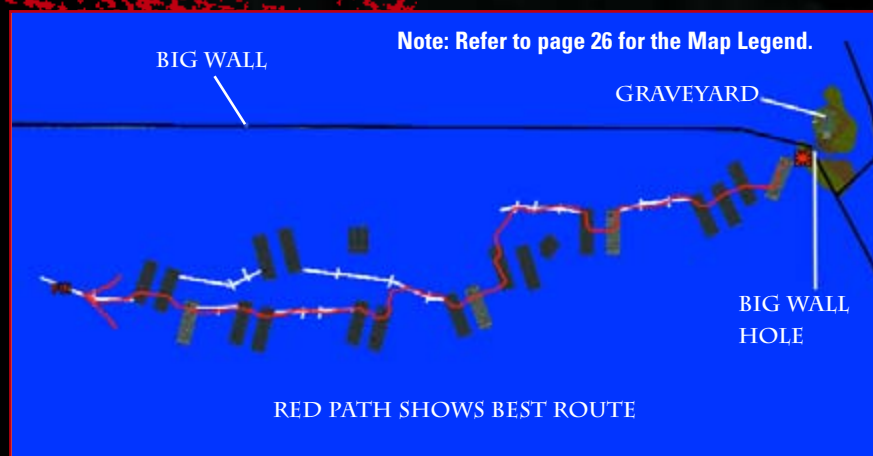


Run into the mausoleum to collect weapons from the floor.



Exit the mausoleum. Go through the hole in the wall (the one the Maraisreq just made) to move to the next level.

OLD TOWN



This level requires Rayne to chase a retreating Maraisreq. The game ends in failure if she allows the Maraisreq to get too far away.

The map shows the correct path through the level. The following is not a step-by-step walkthrough, however. There are so many seemingly identical houses and power lines that the description would be confusing.

Keep pace with the Maraisreq. Getting too far behind (or ahead, or off to the side) results in failure. Periodically stop and look for the creature.

Ignore your enemies on this level; instead concentrate on giving chase.

Note

Killing the Maraisreq also ends the level; don't fire your weapons, as you might accidentally destroy it. Use your blades to kill nearby enemies—or ignore them and keep moving.



As the map shows, there are no true dead ends, but there is a best path, which keeps you close to the Maraisreq at all times.



At the end of the line (literally, it's the end of a power line), Rayne commandeers a rowboat and proceeds to the next level.

QUEEN OF THE UNDERWORLD

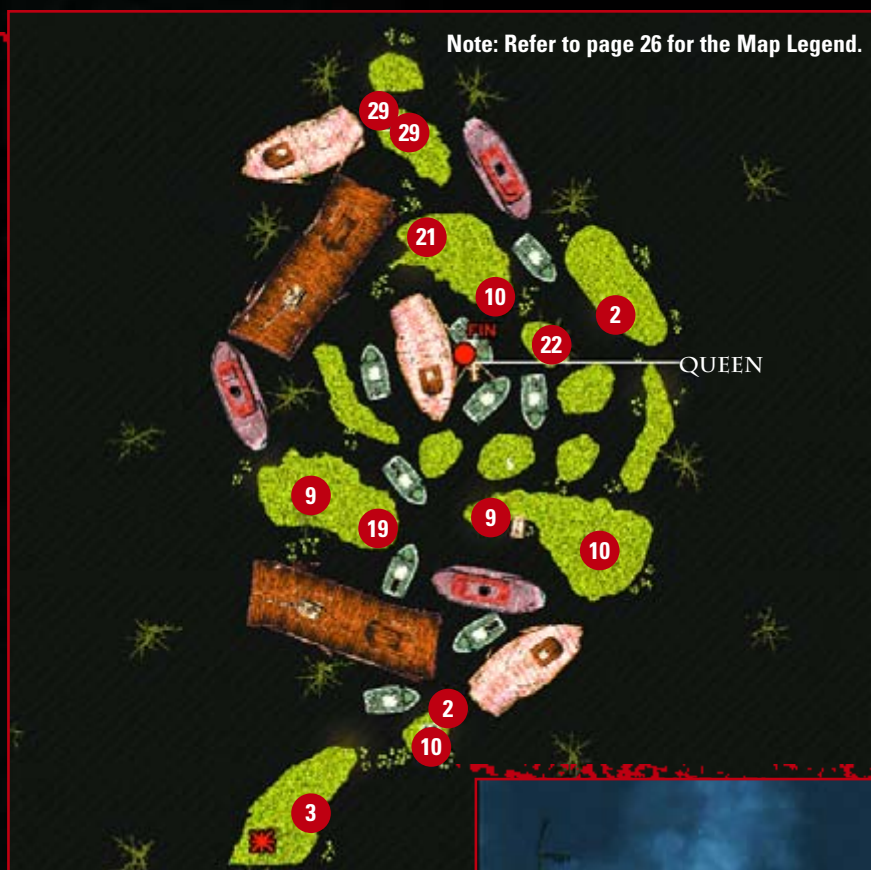


Jump onto the roof of the house in front of you. Run along the roof, then jump along a series of three parallel rooftops. If you're injured, snack on one of the two Diseased standing on the last house.



From here, follow the Maraisreq; refer to the path drawn on the map. If you lose sight of it, proceed as quickly as possible. Your path is linear. Run along power lines and hop from rooftop to rooftop in order to avoid the water.

Note: Refer to page 26 for the Map Legend.



This level is dotted with small islands and grounded boats of various sizes. Build up Rayne's health to maximum, then take on the source of the plague.



Hop across the scattered islands and ships. Feed on the few Mutates and Diseased running around the islands until Rayne is in peak condition.



Go to the spot marked "Queen" on the map. The blue dot on your compass ring (lower-right corner of the screen) helps you locate the spot.



When you reach the spot, a huge Maraisreq—the Queen of the Underworld—appears.



Regardless of how you do it, the key to victory is to cut off a few of the Queen's legs. One way is to fight a retreating battle by throwing dynamite, then charging in when the Queen topples.



Alternately, fire your guns to get rid of her legs. Shotguns work great. Circle the Queen and evade her deadly attacks as you do this.



If neither dynamite nor guns work, hack the Queen's legs with your blades. Initiate a Blood Rage as quickly as possible; it's necessary so you can deal damage quickly.

Note

If you aren't ready to initiate a Blood Rage, hack apart the smaller Maraisreq that the Queen produces. This allows you to build up to a Blood Rage without getting close to the Queen. Attack the Queen when you're in full Blood Rage.



Regardless of how you do it, you eventually take off a couple of the Queen's legs. Circle around to her back, where she can't bite you, and finish her off.

Note

The legs can regenerate. If they do, hack them off again.



When the Queen dies, Rayne discovers a glowing rib in the carcass. At first, it's merely a curiosity, but then the rib maliciously embeds itself in Rayne's body.

Jurgen Wulf, an enigmatic German, shows up while Rayne is paralyzed with agony. He forcefully extracts the rib from Rayne's body.

The curtain closes on Louisiana. You've completed your first mission.

WALKTHROUGH: ARGENTINA



Rayne's next mission takes place in Argentina. She's to investigate and attack a branch of the German military devoted to the occult. It's called the GGG.

The GGG is looking for artifacts, and it's built a large base in Argentina to aid in the search. Rayne's job is to kill several key GGG and SS officers while learning more about the GGG's goals.

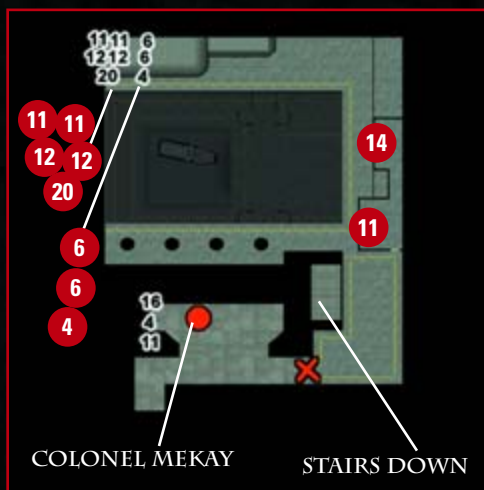
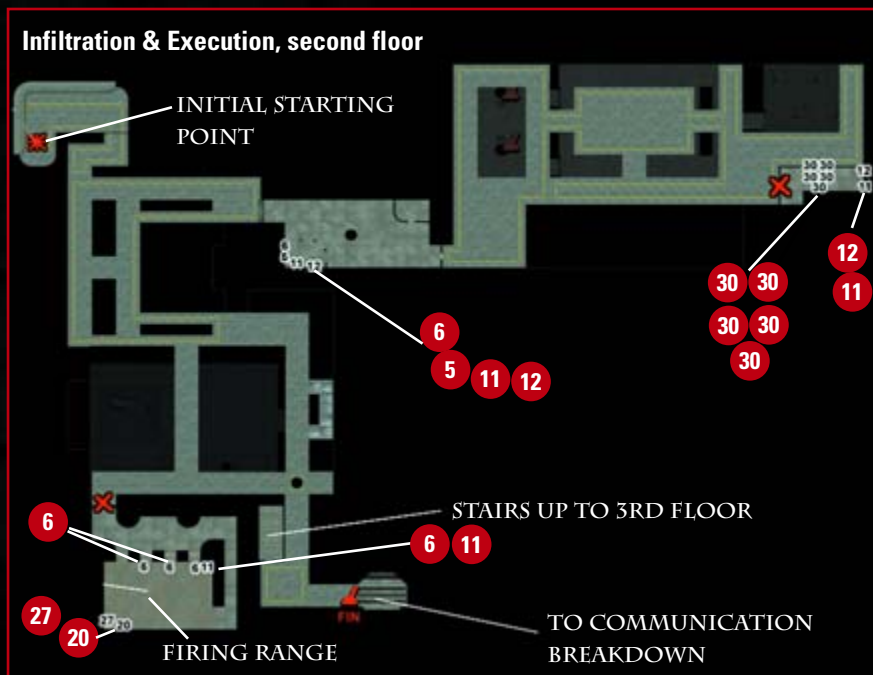
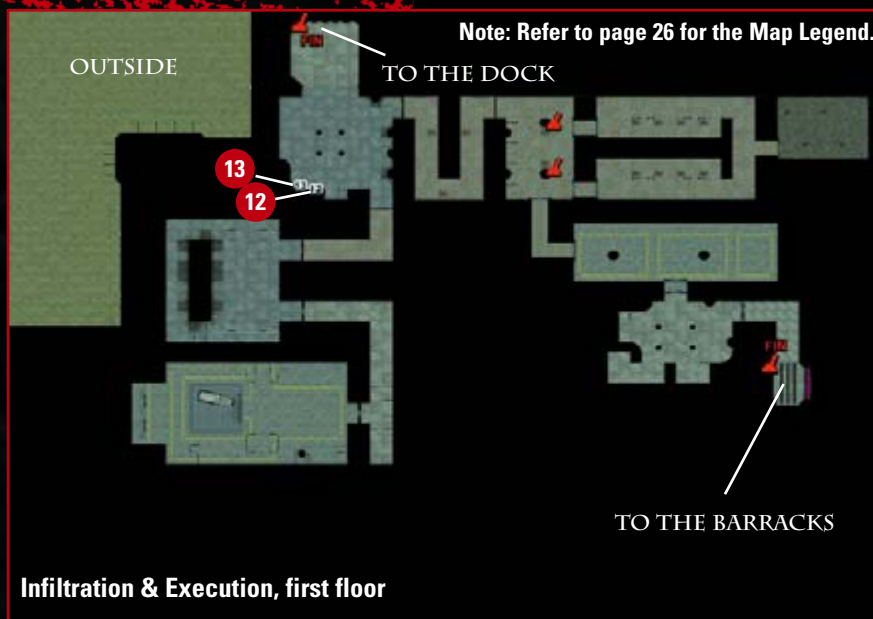
This section of the game takes place indoors. Many levels contain two or three floors. In these cases, there's a separate map for each floor.

Note

Rayne can always jump up a single floor. For instance, if she's on the second floor, she can jump to the third floor. Of course, to do this she needs to be in an open area with a view of the upper level.

There's a lot more going on here than in Louisiana. Read the walkthroughs carefully and pay special attention to the notes.

INFILTRATION & EXECUTION



Infiltration & Execution is a “hub” level with several exits leading to other levels. You revisit this level several times, first taking one exit, then performing a task in the level it leads to, then returning to take a different exit.

You can visit the next few levels in any order you choose. However, sticking with the order presented here is recommended.

Note

Regardless of the order in which you assassinate the German officers, the *last* killed officer drops an important key.

Note

You gain the Dilated Perception vision mode as you start this level. Use it whenever the action gets especially rough. It slows things down so you can make better decisions.



As the mission starts, Rayne is inside a lookout area on the second floor. Kill the soldier and break the alarm on the wall.

Note

Get in the habit of breaking alarms. If you leave them alone, they can be used to call swarms of reinforcements.



Proceed into the level, killing guards and breaking alarms. Use the maps to guide you.



Deal with groups of soldiers by using blades or light guns to whittle them down, then feed on the rest.



You encounter SS troopers as well. Later, you also see Unteroffiziers (low-ranking common officers), and still later, GGG elite troopers. These enemies can all block some of your blade attacks and repel your feeding attempts.



Note

As mentioned in the “Enemies” section, you *can* feed on SS troopers, GGG troopers, and low-ranking officers. The easiest way is to shoot them a couple of times (as they can’t block gunfire), get behind them, and *then* feed. Easier still, just gun them down and feed on easier targets. Refer back to “Enemies” for more.



Make your way to the southwest part of the map, where you find a big open area with all three floors exposed. There’s a vehicle parked on the lowest floor.



Locate a stairwell leading up to the third floor, or simply jump up there.



Colonel Braun Mekay, one of your targets, is here on the third floor. Refer to the third floor map. Break through a door and attack him.

Note

The officers on your hit list are very durable. A good plan is to kill the common soldiers in the area while staying out of the officer's sight. Then get very close to the officer and fire heavy guns or trigger a Blood Rage. A few seconds of close-range gunfire (or Blood Rage attacks) can take down the officer.

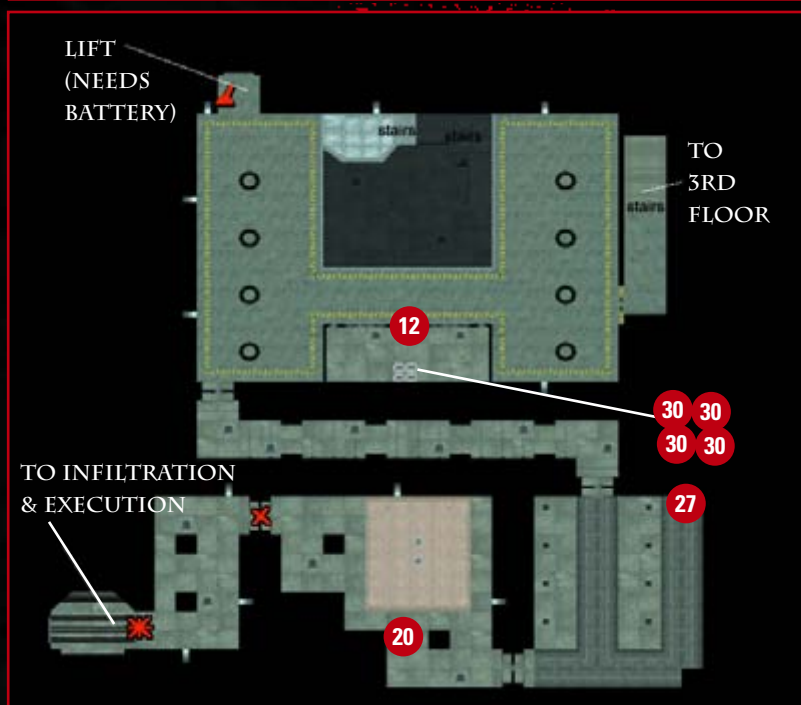
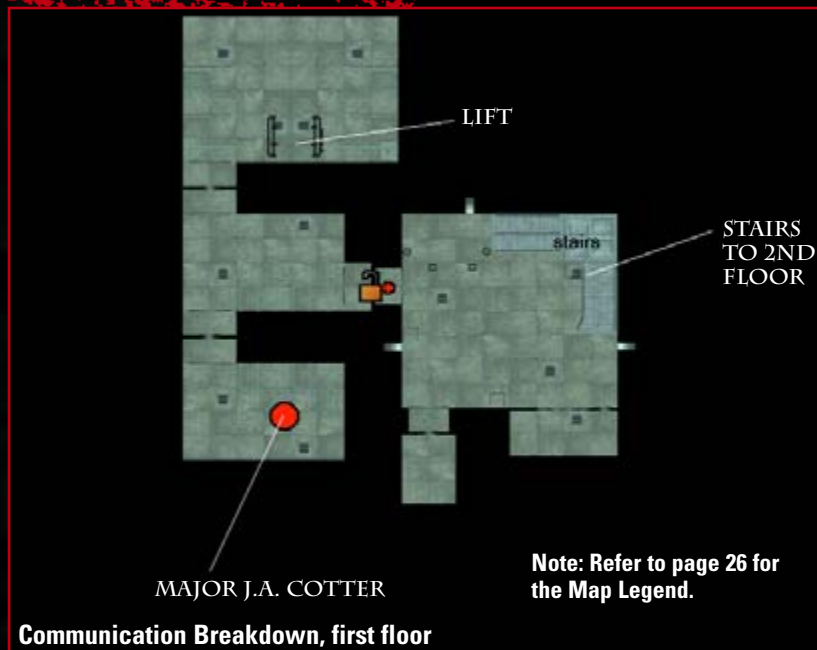


You've just killed the only target officer on this level. Now you must visit different levels.

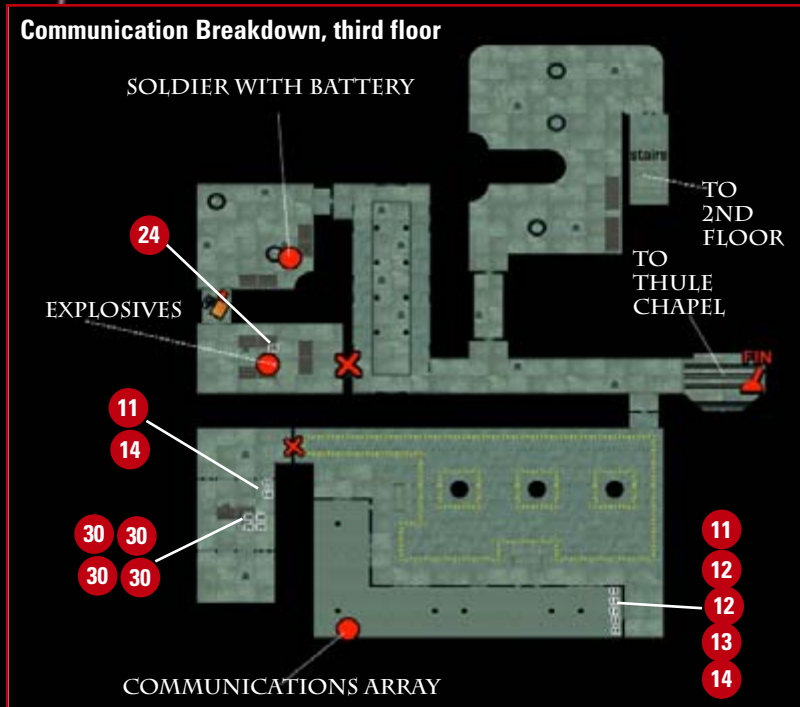


Get back to the second floor, and run to the spot marked "To Communication Breakdown." Slash the levers to open the doors and exit the level.

COMMUNICATION BREAKDOWN



Communication Breakdown, third floor



Communication Breakdown is another three-floor level. You enter on the second floor. There's a communications array on the third floor (it's useful later), and the officer you must kill is hiding on the first floor.



Fight your way to the stairwell and go upstairs.



The soldier with the battery is upstairs. His general location is marked on the map. Fight through to him and kill him. You automatically collect the battery.



Travel through the second floor, killing soldiers and destroying alarms. Don't miss the Panzerfaust located in a crate in the southeast quarter of the level.

Note

You may wish to save the Panzerfaust for your upcoming battle with Thule High Priest Von Blut.



As you approach the spot labeled "Lift," you catch sight of your target, the Major General of Intelligence, fleeing down the lift. A soldier takes the battery from the lift, rendering it inoperable.



Go back to the second floor and stand on the lift. Slash the controls. Rayne replaces the battery and takes the lift to the first floor.





The first floor is small. Fight the soldiers, then take out the Major General. As usual, heavy weapon fire from point-blank range is the easiest way to finish him off.



Go back to the third floor. Take the exit labeled "To Thule Chapel."



You can't defeat Von Blut by simply charging in. Instead, hide behind a pillar until he starts reloading his machine gun, then rush behind his pulpit.

THULE CHAPEL



Thule Chapel is a small, single-floor level.



Work through the level. Eventually you find the chapel itself, where you confront Thule High Priest Von Blut.



After your conversation, it's time to kill Von Blut. He retreats into a steel-plated pulpit, complete with a front-mounted machine gun, and starts to attack.



The pulpit moves to the other end of the room. As it does, you have a few seconds to shoot at Von Blut's unarmored back. If you saved the Panzerfaust from the last level, use it now.

Note

Use Dilated Perception to slow things down if you're having trouble.



Repeat this technique until Von Blut is dead. He drops some documents; pick them up.

Note

Refer to the "Enemies" section's entry on Von Blut if you need a more detailed explanation of how to kill him.



Return to the level entrance and go through the doors. You reappear in Communication Breakdown.



COMMUNICATION BREAKDOWN REVISITED



Locate the Communications Stack. It's on the third floor. Slash at it to activate it.



When you've got the dynamite, return to the Communications Stack and slash it. Rayne places the dynamite. Get away quickly, or you'll take damage in the explosion.



Take the stairs to the second floor and head back to the spot labeled "To Infiltration & Execution." Exit the level.



You're ordered to destroy the Stack. Locate some dynamite; it's here on the third floor behind a breakable wall. Refer to the map.



Back at Infiltration & Execution, go to the exit labeled "To The Dock." It's located on the first floor. Refer to the map if you need help.

INFILTRATION & EXECUTION: SECOND VISIT

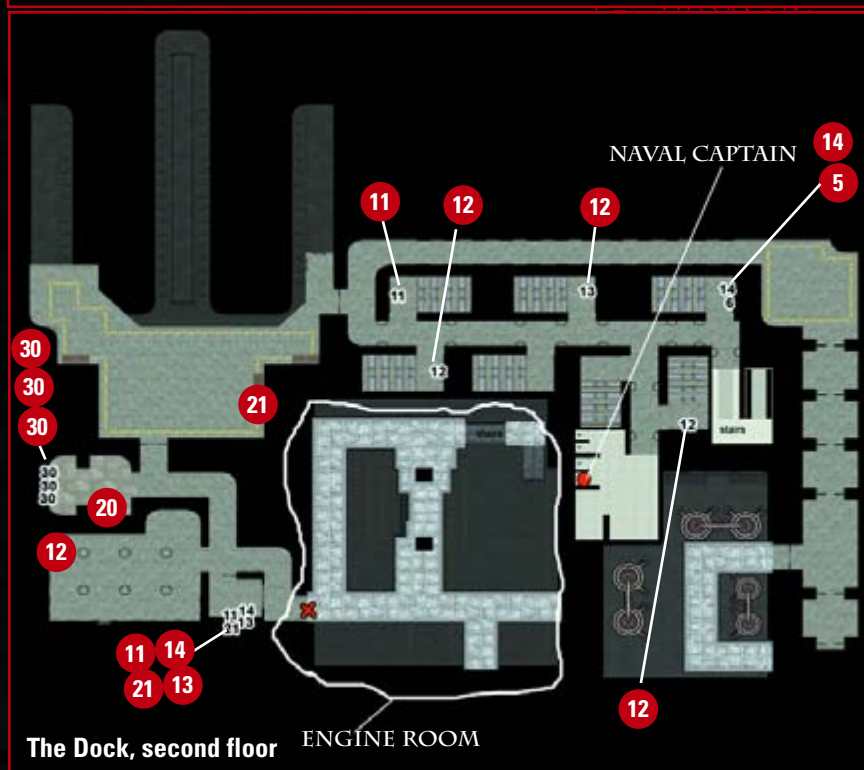
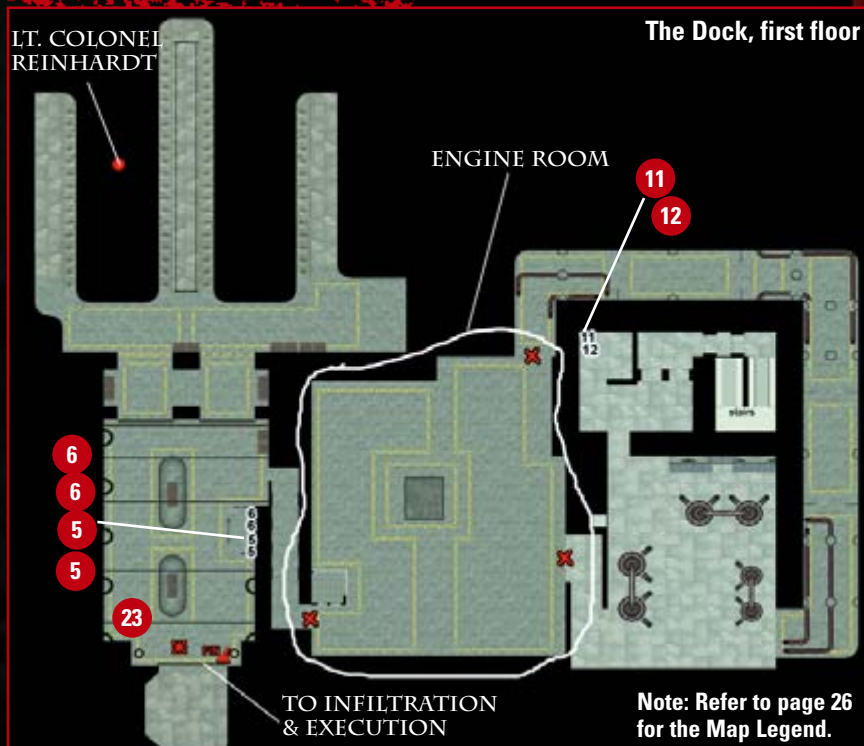
THE DOCK



The Dock has three floors, though the third floor is little more than a catwalk in the engine room. You start out on the ground floor (floor 1).



Grab a heavy machine gun from the halftrack near the level entrance. It's useful for killing officers.





Go to the docks. They're north of the level entrance. Clear out most of the soldiers by luring them into the garage area.



When most of the soldiers are gone, run out to the docks. One of your targets, Lt. Colonel Nicholas Reinhardt, is standing on a sub. Jump onto the sub and let him have it with the halftrack machine gun.



Make your way toward the engine room (it's labeled on the map). Break down one of the doors leading into it.

Note

High Engineer Stefan Gustafson is in this area, on the small catwalk that comprises the third level. You'll kill him in a moment.



After breaking the door, back out, kill the ambushers who swarm you, then go back inside. Keep moving at full speed. Destroy the soldier with the Panzershrek first, as he's by far your biggest threat. Then jump up to the third floor catwalk and kill Gustafson with weapons fire from close range.



Go back to the second floor. Proceed to the bathroom where Naval Captain Timiteus Tischler is hiding. Along the way, watch for a soldier with a Panzershrek; he's in the hallway nearby.



Smash into the bathroom, break down the stall door, and destroy Tischler at close range, using constant weapons fire or a Blood Rage.



Return to your starting point on the first floor, then return to Infiltration & Execution.

INFILTRATION & EXECUTION: THIRD VISIT

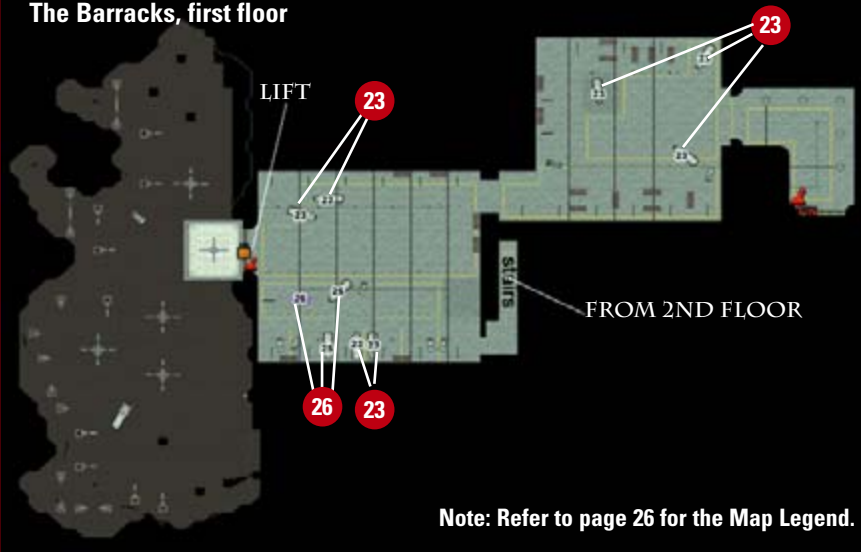


Go to the exit labeled "The Barracks." It's on the first floor.

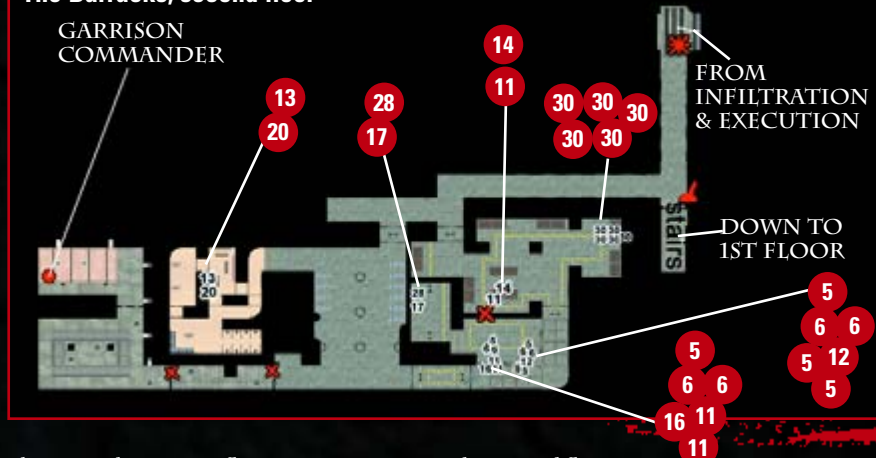


THE BARRACKS

The Barracks, first floor



The Barracks, second floor



The Barracks is a two-floor map. You start on the second floor.



Proceed toward the kitchen area, where the Garrison Commander is trapped. You fight lots of soldiers along the way.



Garrison Commander Ruprecht Reiner is in the kitchen. Take him down like the other officers. Use machine guns at close range, or initiate a Blood Rage and hack him apart.



If you've done everything in the order presented in this walkthrough, you've just killed the seventh officer. Reiner drops a turnkey.

Note

The seventh officer that Rayne kills always drops the turnkey. If you do things in a different order, then a different officer will drop the key.



There's a locked door near the entrance to this level. Unlock it with the turnkey and go down the stairs to the first-floor parking garage.



Downstairs, you find a number of parked vehicles. Grab heavy weapons from the vehicles as you fight.

LURKING UNDERGROUND



At the spot marked "Lift," a group of soldiers are stuck on the other side of a garage door. Throw the nearby switch to trap them and crush them with the lift.

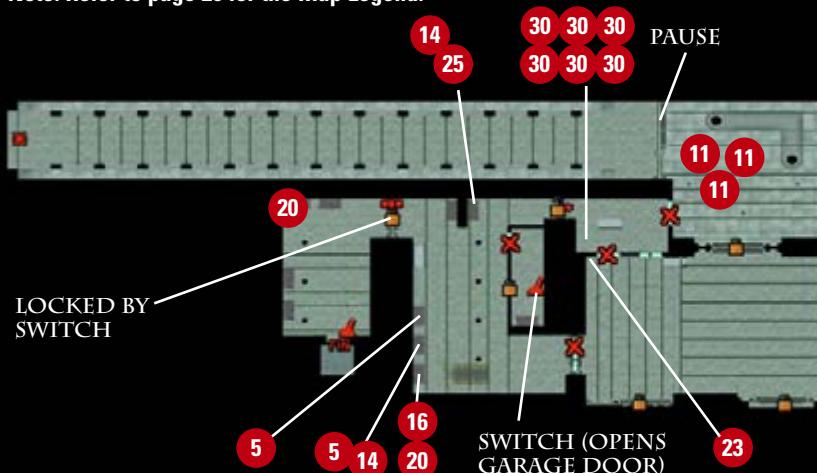


Now head toward the level exit. As you enter the eastern section of the level, Brigadier General R. Wauher gets into a jeep and drives away. Follow him.



Proceed to the level exit, passing through a garage door along the way. Hack at the switch to proceed to the next level.

Note: Refer to page 26 for the Map Legend.



Upon entering this level, Rayne sees her target (Brigadier General R. Wauher) escaping in the jeep. Move down the long hallway.



Beyond the garage door is a big, square area. Another garage door is locked, so you must jump through the windows to the right of it.



At the end of the hallway, at the spot marked "Pause," a garage door descends. Wait here. Walk up to the door to open it again.



In the office beyond the windows are more locked doors. Once again, break through a window to get to a new area.



You appear in another garage area. This area has another locked garage door. Look up and notice the windows above it. Jump up and move through those windows to proceed.



Beyond the windows you find another locked garage door, labeled "Locked by Switch" on the map. A brief movie plays when Rayne approaches this door, highlighting the switch behind her.



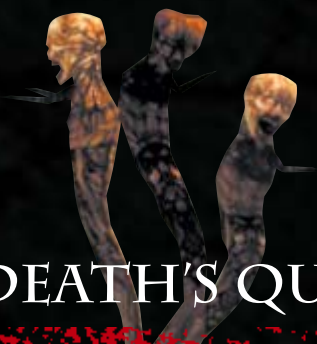
The switch is located in a small office. Most of the office's windows are barred; however, there's one lone window on the left without a bar. Break through this window.



The Daemites on the office floor spring to life. Kill them all.

Note

Daemites are tough and unusual customers. Refer to the "Enemies" section for extensive tips on defeating them.

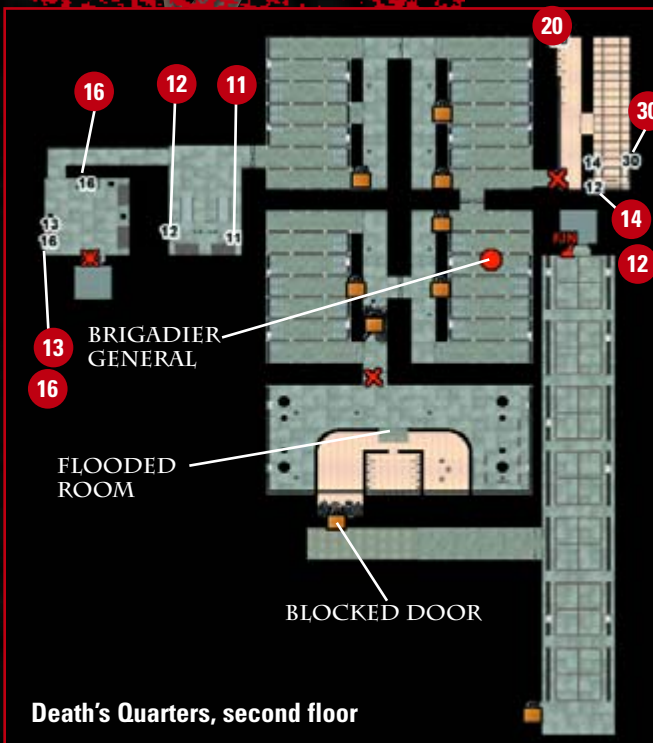


When the Daemites are gone, flip the switch, then proceed through the newly opened garage door.



The exit elevator is located beyond the door. Kill more Daemites, then enter the elevator to proceed to the next level.

DEATH'S QUARTERS



Death's Quarters, second floor

Death's Quarters, first floor



RAMP UP TO 2ND FLOOR

You start on the second floor of this two-floor level.

Note: Refer to page 26 for the Map Legend.



Proceed east, breaking through a locked door along the way.



Blood Rage is the best way to get rid of most of the Daemites. You can also use heavy weapons to finish the job.



You fall down to the first floor. It's flooded down here as well. Get onto a dry area immediately if you didn't fall on one.



Continue east, then south through the cell blocks, battling Daemites.



At the spot marked "Flooded Room," Rayne encounters a dangerous flooded area. Run as quickly as possible to the spot marked "Blocked Door," jumping to minimize water damage.



Look around for a breakable section of wall. Rebound kick through it to get to dry land. Follow the ramp beyond it.



At the spot marked "Brigadier General," Rayne encounters General Wauher and his men. They've all been transformed into Daemites.



When you reach the door, a brief movie plays. Afterwards, back away. As you do so, the floor collapses.



The ramp leads to the second floor, terminating in a long hallway. Take this hallway to the level exit and slash the elevator controls. You proceed to the next level.



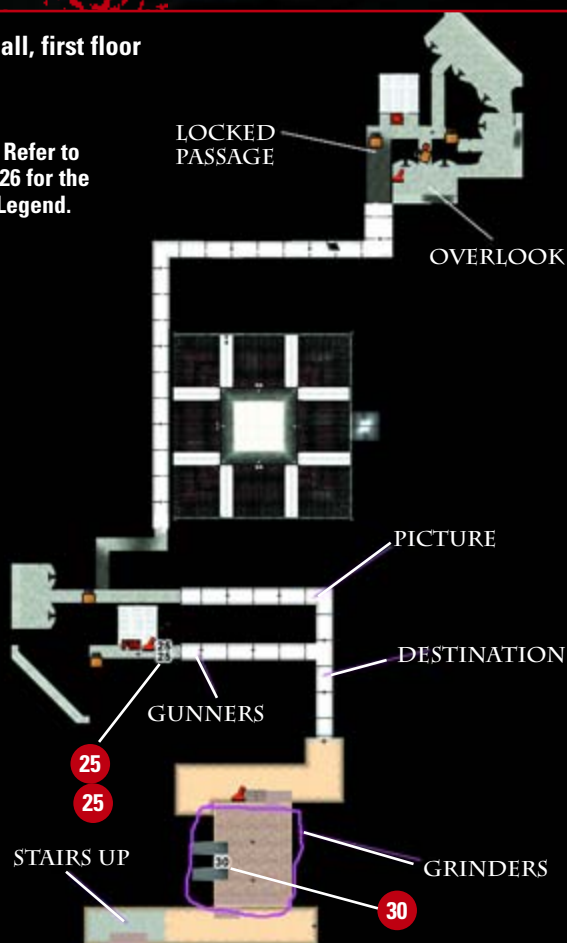
HELL HALL

You're about halfway through the Argentina levels. Don't expect a cakewalk; these remaining levels are complex and challenging, and the combat is much rougher than before. You face a tougher grade of standard enemies, plus several truly formidable bosses.

Remember that these walkthroughs are simply blueprints highlighting the best path through each level. If you have trouble with the details of combat, especially against bosses, refer back to the earlier sections for help.

Hell Hall, first floor

Note: Refer to page 26 for the Map Legend.



Walk around the small complex of bunkers in the northeast corner. Move to the spot marked "Overlook."

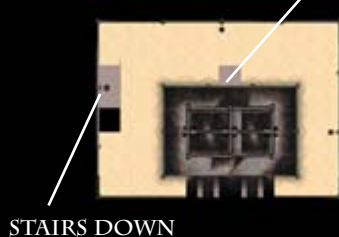


When you reach this area, a movie plays. Rayne catches sight of the Butcheress feeding natives to the Daemites.

Note

There's no way to reach the Butcheress now. You'll catch up to her in a later level.

DAEMITE WITH GRENADES



Hell Hall, second floor

You start on the first floor of this level.

Note

There are technically three floors, but the second and third floors share the same blueprint, and there's nothing of consequence on the second floor. Therefore, the second floor map has been omitted.



When the movie's done, throw the switch in here to open the locked passage marked on your map.



Run into the formerly locked passage. A flood of Daemites pursues. A movie is triggered, showing Rayne piling boxes to block them—but it's futile.



When you regain control of Rayne, run along the long corridor leading south. Avoid fighting Daemites; just run.



When you reach the spot marked "Picture," Rayne recognizes a picture of Jurgen Wulf. Moments later, an explosion from a grenade-lobbing Daemite hurls her forward.



Rayne ends up at the spot marked "Destination." A pair of Daemites manning machine guns (they're marked "Gunners" on the map) prevent her from going north.



Go south to the spot labeled "Grinders." Throw a lever to stop the spinning grinders, and run across.



Take the stairs leading up. Ignore the brief second floor and continue to the third floor. You catch sight of the grenadier Daemite that shot at you earlier.



The grenadier Daemite is up here. Kill him, taking care not to fall into the grinding machine behind him. A good technique is to rebound kick him into the machine.



When the grenadier dies, he drops his grenade satchel through the machine. It gets caught on the grinders downstairs—the ones you disabled earlier.



Go downstairs. Grab the satchel from where it's hanging, above the disabled grinders. Now you have grenades.

Note

A swarm of Daemites comes downstairs at this point. Finish them off.



Return to "Destination." Without walking into the machine gun fire, ready a grenade and bounce it down the machine gun hall.

Note

Don't look down the hall; you'll only get shot. Just throw at an angle so the grenade bounces into the hallway. It doesn't need to get very far.



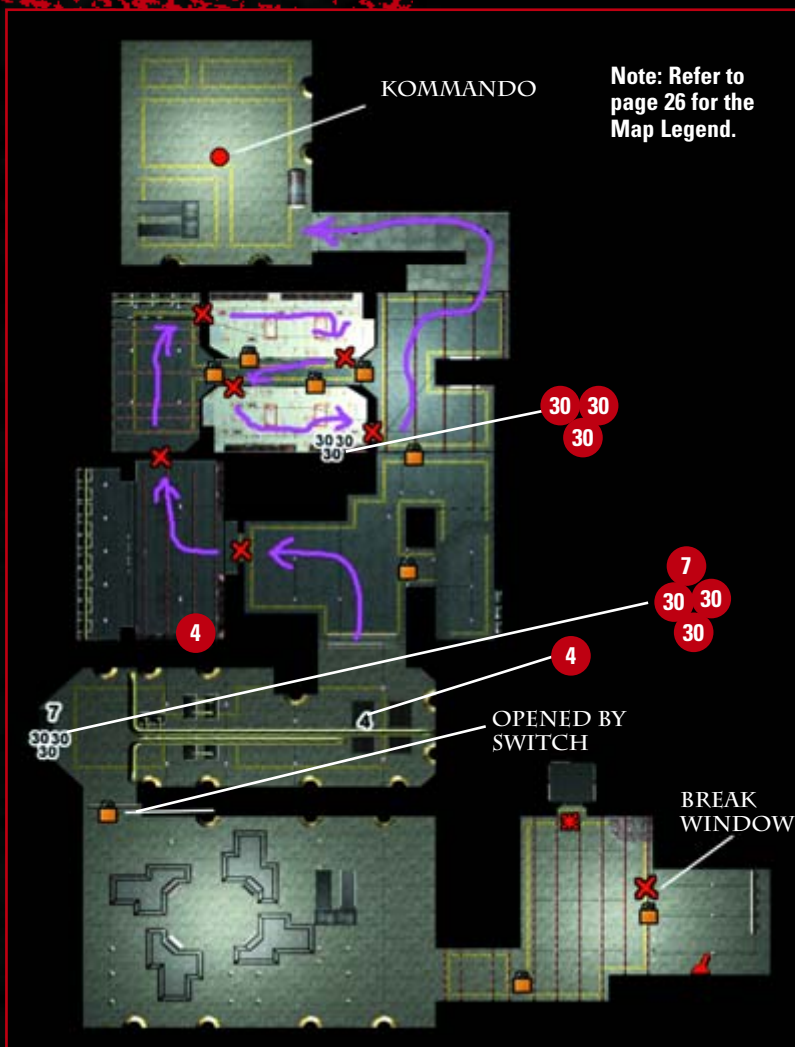
The grenade detonates a line of explosive barrels and takes out the gunners. You're now free to run past the spot marked "Gunnery."



Run down the hall and hit the switch to open the elevator. Exit the level.

THE LABORATORY

You begin on the first floor of this three-floor level.



The Laboratory, first floor

Note: Refer to page 26 for the Map Legend.



OPENS 3RD FLOOR DOOR

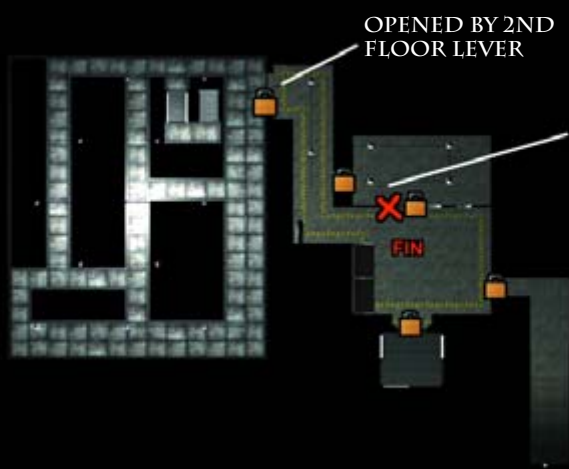


OPENS 1ST FLOOR DOOR

The Laboratory, second floor



You emerge in a big area with containment cells and second-floor catwalks overhead. Head to the second floor and throw the lone switch up here.



OPENED BY 2ND FLOOR LEVER

BREAK GLASS

The Laboratory, third floor



Go back downstairs and proceed north through the door the switch opened.



When you step off the elevator, your enemies flood the room with deadly gas. Break one of the windows at the spot marked "Break Windows" on the map. This causes the soldiers to die instead.



Throw the switch in the room with the broken window, then proceed through the door that opens to the west.



As you travel north and east, you see a group of Nazis fleeing, including the boss known as Kommando. They seal their exit behind them, so you must find a different path.



The map shows the convoluted path you must take through the level. Follow this path, breaking windows and walls at the indicated spots and killing Daemites along the way.

Note

Hoard weapons and build up your Bloodlust meter as you go.



At the spot marked "Kommando," the boss attacks, along with several Elite Troops. Jump to the higher levels to avoid getting surrounded, and start to fight.



After dealing with most or all of the Elite Troops, focus on Kommando himself.

Note

The "Enemies" section's entry on Kommando contains a comprehensive strategy for killing this boss. The short version: Use Dilated Perception and Blood Rage to slow things down; circle Kommando and attack him from the rear; keep moving if he uses a flash grenade to temporarily blind you and escape. Then seek him out again and repeat the strategy until he falls.



When Kommando falls, walk over the turnkey he drops. Then go to the second floor and use the turnkey to throw the lever. The lever opens a door on the third floor.



Continue to the third floor and go through the door you just opened. Heal yourself by feeding on soldiers.



You enter a room where, once again, soldiers try to kill you with poison gas. Break windows at the spot labeled "Break Glass" to kill them instead, and end the level.

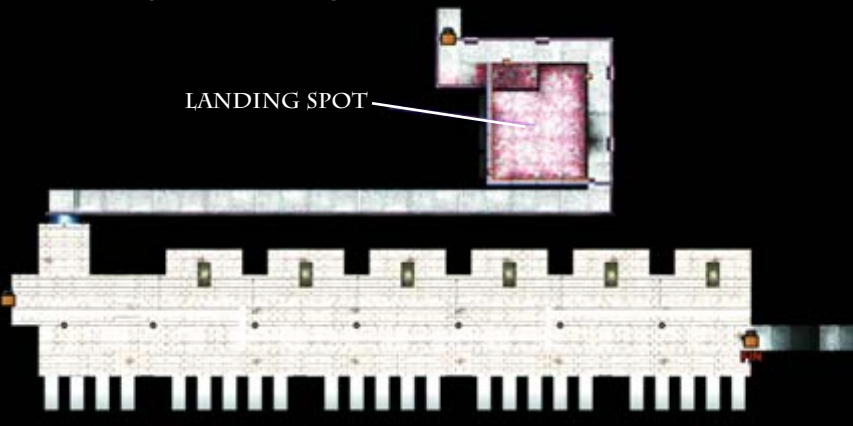


THE BUTCHERESS

Note: Refer to page 26 for the Map Legend.

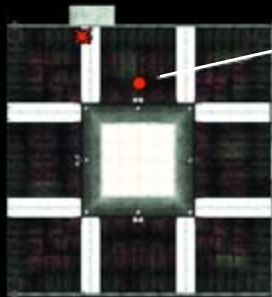
The Butcheress, first floor

LANDING SPOT



The Butcheress, second floor (roof)

THE BUTCHERESS



Start on the second floor of this level, which is the roof. You saw this roof earlier in a cutscene in Hell Hall.



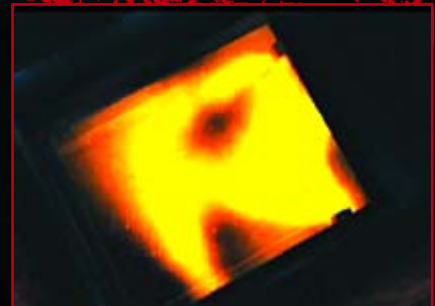
You start near the Butcheress, who engages Rayne in conversation. When the chat is over, kill her.



The Butcheress has all of Rayne's abilities. Plus, she can use a control panel that opens holes in the floor. Refer to the "Enemies" section for a full description of her abilities and strategies for killing her.

Note

The brief version: Use Dilated Perception and empty your guns into her while retreating; then use hand-to-hand attacks. Otherwise, trigger a Blood Rage and deal as much damage as possible. If she retreats to the control panel, some floor tiles will drop. Rising steam gives away the unsafe tiles; jump to the safe ones.



When the Butcheress is dead, Rayne torches the Daemites below.



Jump through the central pit. You end up on the first floor.





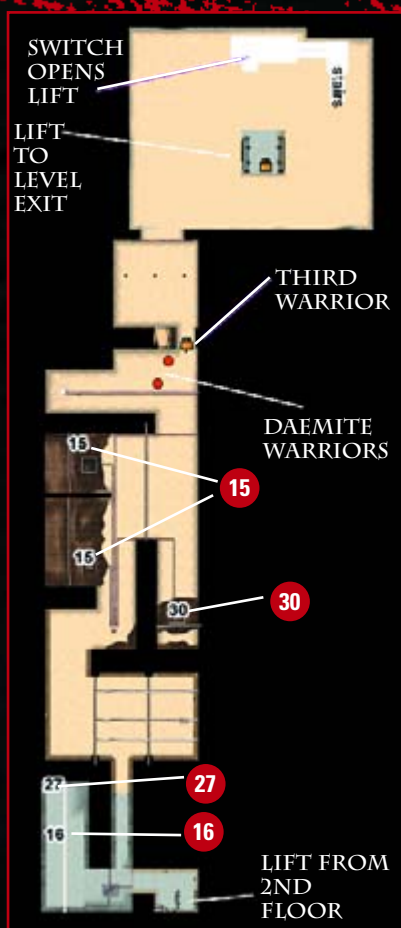
Downstairs, go toward the level exit. Along the way, you pass through a long morgue area filled with Daemites.



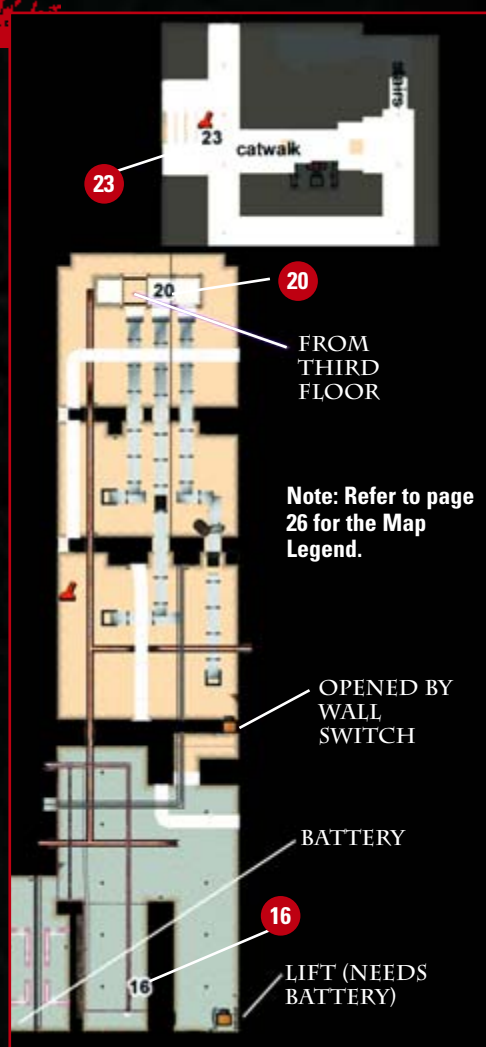
Kill all of the Daemites in the morgue, and another group of them crashes through the disposal chute at the exit point. The chute stays open, so you may now exit.



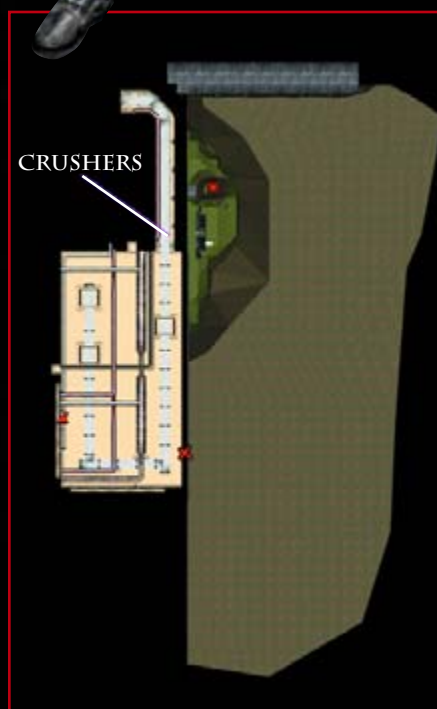
THE MILL MILE



The Mill Mile, first floor



The Mill Mile, second floor



The Mill Mile, third floor, and outdoors

You start on the outdoors section of this three-floor level.



You begin on a shingle of land beside a mill. Jump on the incinerator on the front of the mill, and from there onto a ledge beneath a row of windows.



Follow the ledge all the way to the end of the mill, watching the windows. When you find one you can break into, go inside. You're now on the mill's third floor.



Throw the switch you find inside. This starts a row of crushers moving.



Move through the crushers. Use Dilated Perception to ease the task. The crusher conveyor leads you to the second floor.

Note

There's probably a Parasitic Daemite with a grenade launcher down here. If you kill him, be sure to grab the grenade launcher and save it for later.



On the second floor, run through two short sets of conveyor belts. Some of the belts are blocked by rollers; take the clear ones.



Activate the switch on the wall. It opens a locked door to the south.



Go through the door into a big, open area. In the southeast corner you find a lift. Walk up to it, and Rayne notes that it needs a battery.



Look for a forklift in the southwest corner. Walk up to it, and Rayne collects a battery from it.



Return to the lift and use the battery. Slash the controls. You descend to the first level.



Locate the Panzerfaust in the dead end near the lift. (Break boxes to expose it.) Leave it for now.



Now proceed north, past piles of wood chips. Eventually, you run into a pair of Daemite Warriors.



Fight a retreating battle against the Daemite Warriors using all of your weapons. Keep moving back toward the Panzerfaust you found earlier, firing grenades all the while.

Note

Refer to the "Enemies" section if you need more tips on defeating Daemite Warriors. Don't panic; these guys are very tough, but they're also very slow.



When you're out of grenades, turn and run. Get the Panzerfaust and empty it into the Daemite Warriors. If they're still alive, use a Blood Rage and fight a circling battle, striking them while staying behind them.

Note

There are a few Parasitic Daemites around here; feed on them if you get hurt.



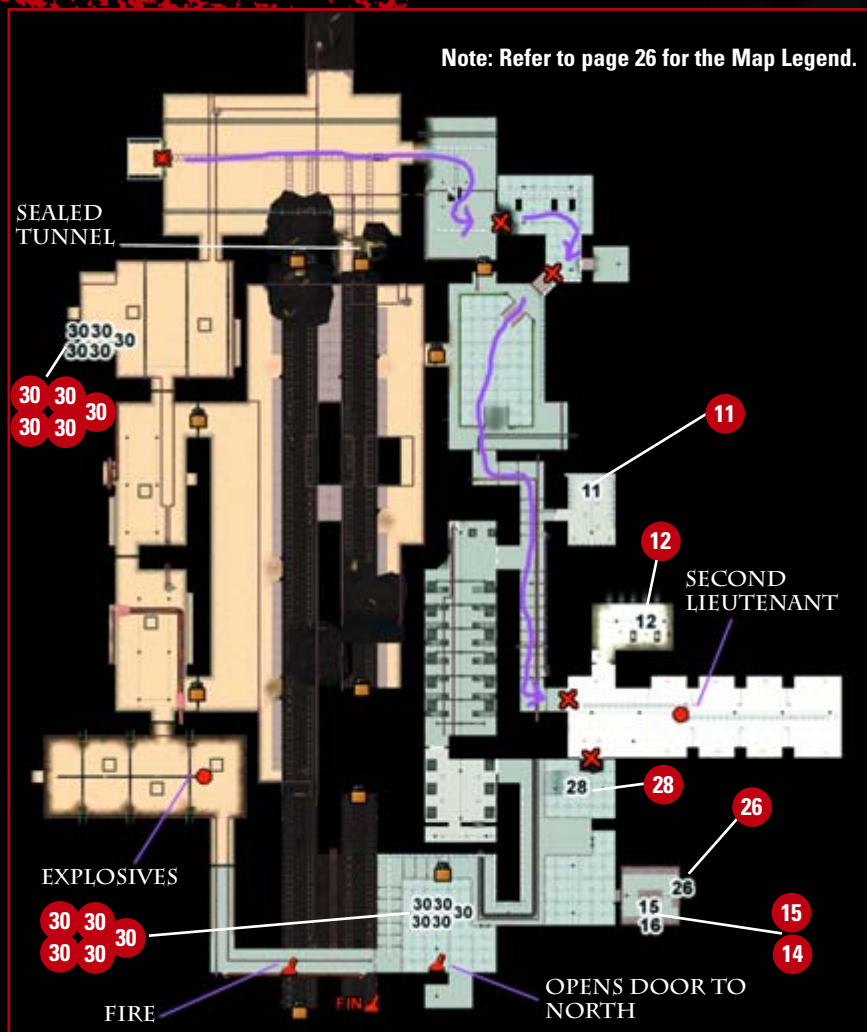
Go north to the spot labeled "Third Warrior." A third Daemite Warrior smashes through the wall here. Ignore it and run through the hole it made.



Hit the switch in the room beyond to lower the lift. (The switch is atop a platform.) Ride the lift down to the next level.



DEEP



This level is large, but it only has one floor. Move through it in a clockwise fashion.



When you first arrive, a group of Nazis exits through a tunnel, sealing it behind them. Your task is to gather the dynamite and detonator necessary to open this tunnel.



Start moving through the level in a clockwise direction, killing Daemites. Refer to the map for arrows that get you going in the right direction. You have to rebound kick a couple of spots along the way.



Continue to the spot labeled "Second Lieutenant." Kill the soldiers here—including the Lieutenant, who's a typical officer like the ones you assassinated in earlier levels.



The Lieutenant drops a detonator when he dies. Collect it and resume your clockwise path through the level.



When you reach a locked door, look for the lever (labeled "Opens Door to North" on the map). Throw the lever to open the door, then proceed.



Slightly west, several Daemites attack. You can throw a lever labeled “Fire” on the map to release a gout of flame and fry some of them—but immediately back up, as the fire can burn you too.



Enter the tunnel and head south, fighting Daemites. You need to hack a lever to get through a door to the south.



At the extreme southern end of the tunnel is the level exit. Slash the lever and proceed to the next level.

DEEPER

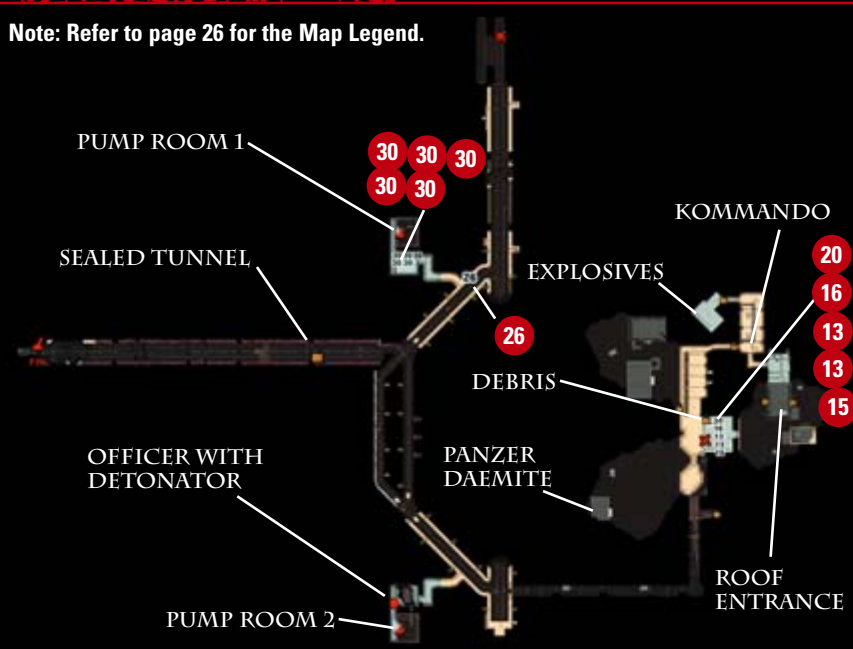


Grab dynamite from the spot labeled “Explosives,” then continue north to your starting location.



Proceed to “Sealed Tunnel,” where Rayne automatically deploys the dynamite. Back up so you aren’t hurt in the explosion.

Note: Refer to page 26 for the Map Legend.



This is another very large level with only a single floor.



Proceed south, killing Daemites. When the tunnel veers right, look for the entrance to Pump Room 1 on the right. It’s filled with barrels and crates.



Smash through the debris and enter Pump Room 1. Throw the lever in here. This lowers the water level in a sealed tunnel you pass through later.





Exit Pump Room 1 and continue southwest. Examine "Sealed Tunnel." As the name suggests, it's blocked by debris. You need a detonator and explosives to get through it.



Travel south to Pump Room 2. Like Pump Room 1, its entrance is filled with barrels and crates. Inside, fight an officer and several soldiers.



The officer drops a detonator when he dies. Grab it. Then throw the lever in here to lower the water level still further in the sealed tunnel.



Proceed east, then north into the big open area with a spot labeled "Panzer Daemite." Kill Daemites in here, being especially careful to take down the Daemite firing rockets from the rooftop.

Note

Save your weapons and build up your Bloodlust meter for a big upcoming battle.



The passage north is sealed with debris. Go east through the windows of a building instead. Then take the doors to the east.



In another open area, jump onto the roof labeled "Roof Entrance." Drop through the hole in the ceiling, then move north.



At the spot marked "Kommando," you encounter Kommando again. This time he's a Daemite, so he's somewhat more durable than before. Otherwise, his skills are the same.



Fight Kommando much as you did before. Be aware that when he uses his flash grenades, he might reappear in the open area to the west.



Note

If Kommando does reappear outside, be careful. There are more Daemites out there, and one fires rockets. You might want to lure them inside, or else run outside and take down the rocket shooter before returning your focus to Kommando.



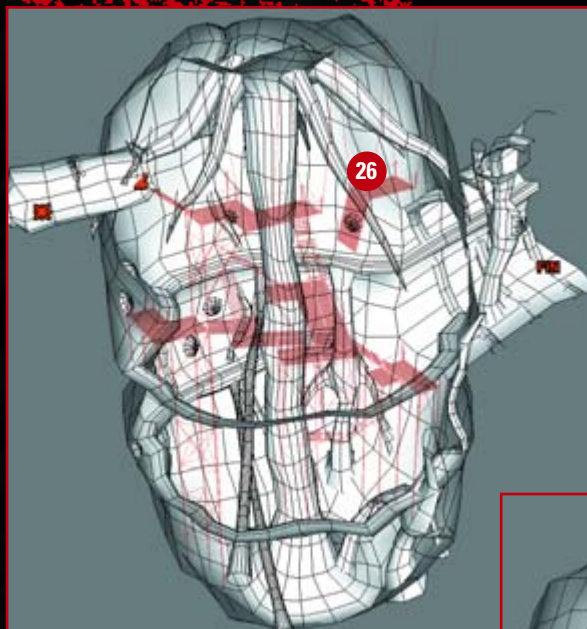
Fight your way back to "Sealed Tunnel." Rayne automatically places explosives when you arrive; back up.



Move west through the previously sealed tunnel, jumping over or around the water pits. Slash the switch at the end, then slash a strange "eye switch" (a switch in the shape of an eyeball on a stalk) to end the level.

THE TEMPLE

When Kommando falls, he drops a key. Grab it and open the door to the room labeled "Explosives." Take the dynamite from in here.



The Temple,
first room

Note: Refer to page 26 for the Map Legend.



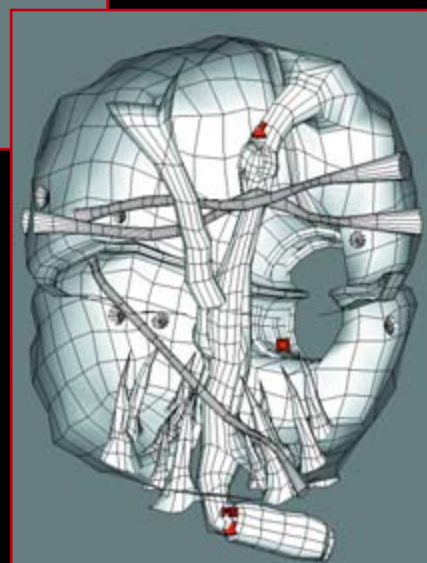
Go into the open area to the west and approach "Debris" from the north. A rocket-shooting Daemite blasts the debris, allowing you passage. Go through the new opening and kill the Daemite.

The Temple,
second room

This next area is a Daemite temple. Instead of floors, the temple is comprised of big, cylindrical or spherical rooms. There's a map for every room.

Note

These temple areas test your jumping skills. Squeeze the most out of your jumps, and use rebound kicks to get extra height and distance.

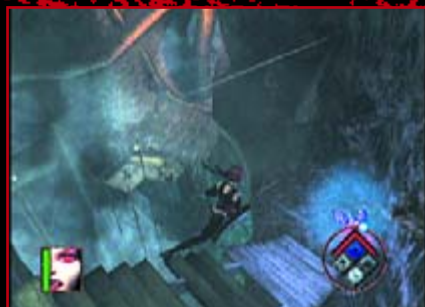




Near the entrance, slash an eye-shaped switch in the wall to open a door to the main room.

Note

You encounter more of these "eye switches" as you progress in the temple area.



The exit is on the other side of the central room, about halfway down. Go there as you fight Daemites.

Note

Drop from one walkway to the next to quickly descend.



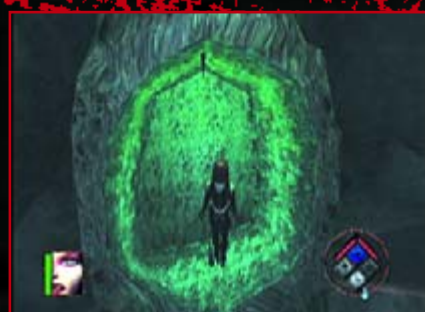
The "exit" is a hall that leads you to the second room. Refer to the second map now.

Note

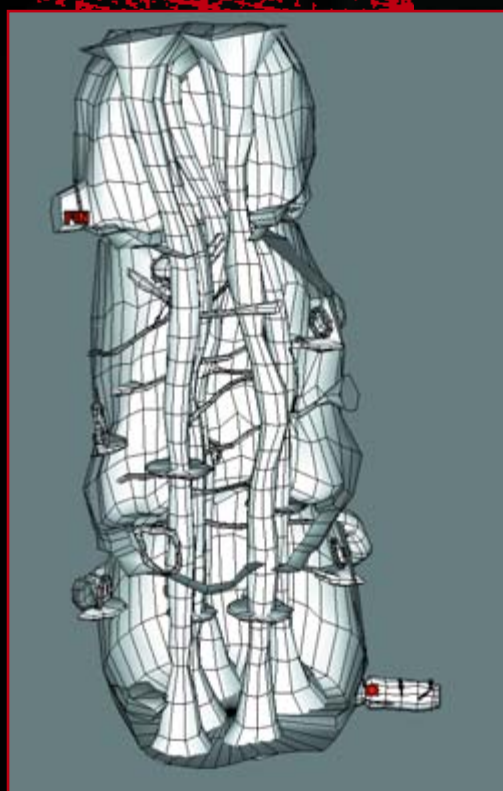
Watch for Daemites with rocket launchers in these areas. Keep moving, and if a rocket whizzes by, always go after the rocket Daemite immediately.



After clearing out most of the Daemites in here, get up to the eye switch at the top. Do this by using both the walkways around the edge and the branch-like structures in the middle of the room.



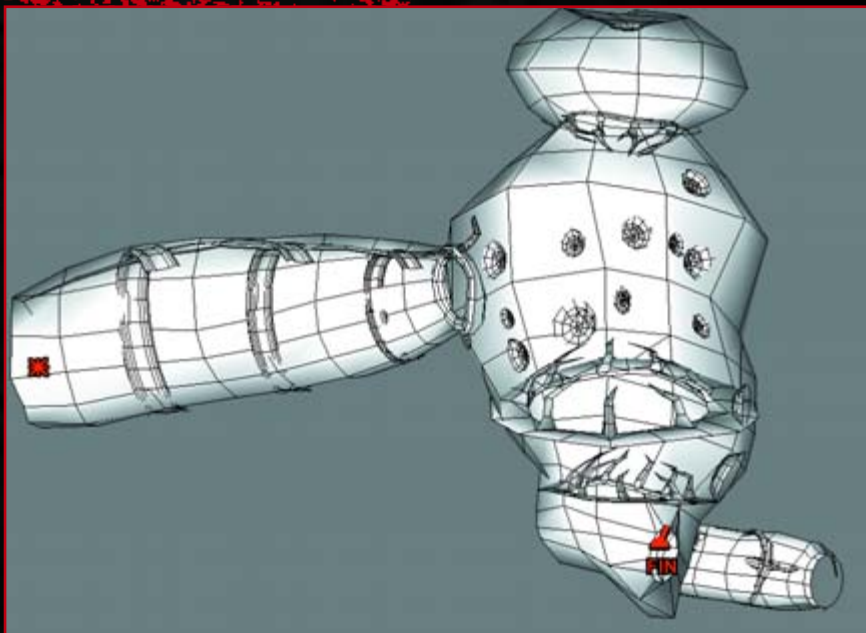
After hitting the eye switch, a door opens below it. Drop through the door and into a vertical tube. Drop through the tube to the level exit and throw another pair of eye switches to exit.



TEMPLE INTERNAL

Note: Refer to page 26 for the Map Legend.

Temple Internal, first room



Temple Internal, second room



Start at the bottom of the first room and go to the exit at the top.

Note

Fight as you go. As usual, rocket-firing Daemites are your biggest threat.

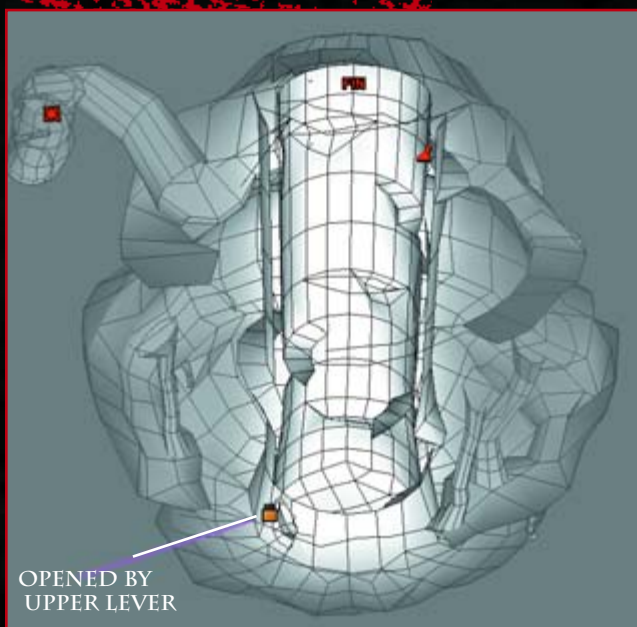


Use the platforms in the center of the room in combination with the enclosed walkways along the edges. By using both and jumping from one to another when you need to, you reach the exit.



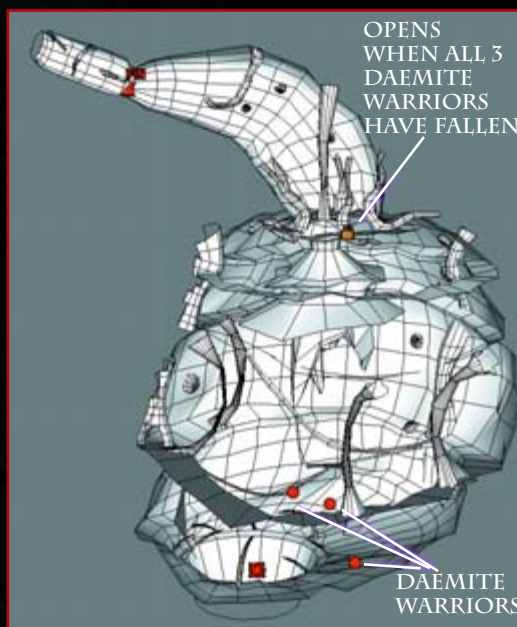
You're now in the second room. Move through the tunnel and drop into the vertical chamber. Fight to the level exit, and throw a pair of eye switches to leave.

TEMPLE GUARDIANS



OPENED BY
UPPER LEVER

Temple Guardians, first room



OPENS
WHEN ALL 3
DAEMITE
WARRIORS
HAVE FALLEN

DAEMITE
WARRIORS

Note: Refer to
page 26 for the
Map Legend.

Temple Guardians,
second room



You begin at the side of the room, near the top. Head to the bottom. If you find a rocket-firing Daemite near the ground, kill him immediately.

Note

When you kill the rocket-firing Daemite, grab his Panzershrek and save it for later. Also, save your other weapons from this point on.

Note

Aside from the rocket-firer, kill as few Daemites as possible in here. You have a massive battle later, and you want to return here to feed and build your Bloodlust meter.



At the bottom, approach a door that's "locked" with thorns. A movie sequence shows you an eye switch near the top of the chamber.



Go up to the eye switch. You must jump from ledges on the central column onto ledges around the edge of the chamber, then back again.

Note

Be aware that the small, alien-looking "light fixtures" are solid, so you can jump on them too.



Throw the switch to open the door. Then drop all the way back to floor level.



Go through the opened door. There's a Daemite Warrior inside the central column, along with a few Daemites. Ignore the Daemite Warrior, avoid the water, and start jumping up the ledges.



Proceed to the top; this requires excellent jumping skills. Take care not to fall all the way back down, or else you'll be mauled by the Daemite Warrior.

Note

Build up your health by feeding on the Daemites on the way up. Also, build up your Bloodlust meter. If you're maxed out on both, leave the Daemite near the very top alive. You can then feed on him later.



At the top, you enter the second room. A movie shows you the three Daemite Warriors on the level just above you. Your task is to kill them.



Exit the shaft you're in, then fight the three Daemite Warriors. Trigger a Blood Rage and fight them with circling, spinning blade attacks.

Note

Never stay in front of the Daemite Warriors, and try not to fight them without Blood Rage. Keep circling them. See the following tips, plus the Daemite Warriors entry in the "Enemies" section, for more information on killing these beasts.



When you're somewhat damaged and the Blood Rage is gone, jump to the higher levels. Feed on a couple of the Parasitic Daemites, and hack the floating Daemites to build up the Bloodlust meter again. When you're healthy and ready for another Blood Rage, go down and fight again.

Note

Leave the Parasitic Daemites alone as much as possible once you're healthy again. If you've got health but no Bloodlust, run along the vines in the center of the room. These lead up to a higher level, where floating Daemites pop from the walls. Hack them to build up Bloodlust.



Note

Key points when fighting the Daemite Warriors:

- If possible, fight the Daemite Warriors only when you have a Blood Rage.
- Wait until they're separated, and pick on the loner. Don't attack two or three of them in a bunch or you'll get hit.
- If one of them gets stuck on the spines sticking out from the ground, lure the others away from him. Then get behind him and hack him to bits. (In this case, you don't need to use Blood Rage; save it for the ones that aren't stuck.)
- Fight until you're out of Blood Rage. Then disengage and go to the upper levels.
- Feed on humanoid Daemites on the first level to restore health. Hack on floating Daemites on the next level up to restore the Bloodlust meter.
- Don't kill the humanoid or Pure Daemites indiscriminately. They're a valuable resource. Avoid them as much as possible until you need them for health or Bloodlust.
- If you run out of Daemites up here, drop all the way back down the shaft into the first room (avoid the Daemite Warrior and the water at the bottom). Kill and feed on the Daemites you left behind down there. Collect guns too. Then come back up to finish the job.

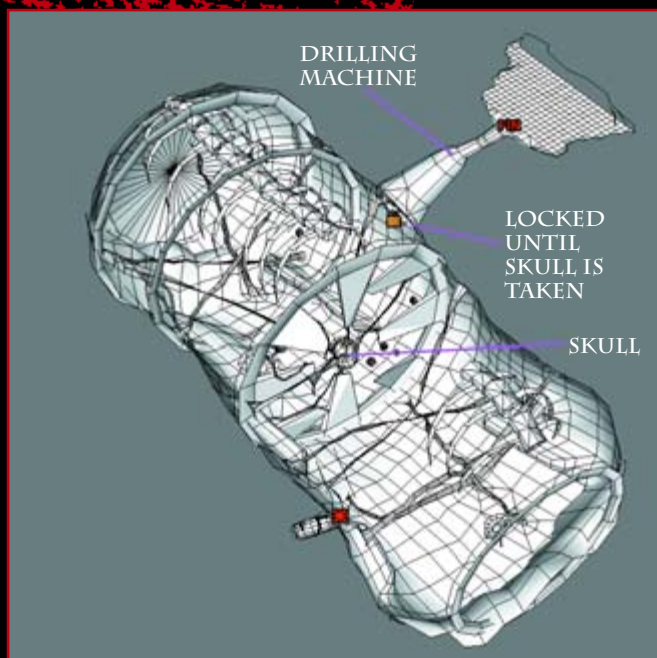


When all three Daemite Warriors have fallen, proceed to the very top of this chamber. Go through a hole in the ceiling, which opened when the last of the Daemite Warriors was killed.



Follow a tunnel into the ceiling and slash a pair of eye switches to exit the level.

DAEMITE CHAMBER



Note: Refer to page 26 for the Map Legend.

This chamber contains a small pod suspended in the center. The pod contains the skull of Beliar.



Go up to the skull. You must use the "vines" that lead to the central pod.

Note

The room is a tilted cylinder, and you start at the low end. To reach the skull, go to the other (higher) end. There you find "vines" that lead directly to the pod. Jump on them, take them to the pod, and jump inside.



Inside the pod, Rayne discovers that the skull is merely a container for the real prize, the eye of Beliar.

Note

Rayne now gains the Extruded View ability.



After Rayne claims the eye, German soldiers break through the wall, revealing the tunnel labeled "Locked until skull is taken." Jump into that tunnel.



Inside the tunnel is a drilling machine loaded with explosives. Run directly to the drilling machine and slash at the red blinking light along one side.



The machine is cut loose and falls into the pit, causing a huge fireball. Run directly to the level exit.

DANTE'S INFERNO



When you appear in this level, the fireball from the Daemite Chamber is right behind you. Your task is simply to get out quickly.



Start running along the indicated path immediately. Don't stop to fight or look around; just get through the level as quickly and efficiently as possible. Never hesitate.



When you reach the spot marked "Truck," hop on the truck. From there, jump straight up into the ceiling tunnel. This triggers the end of the level.



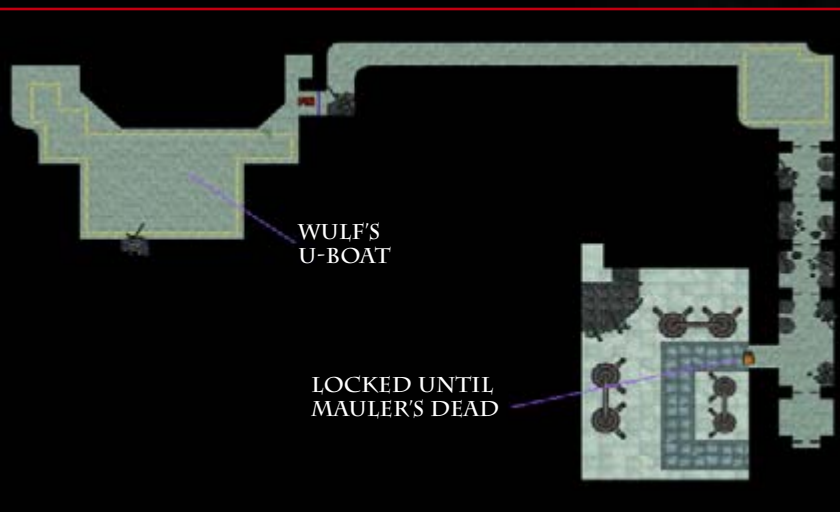
WALLS OF JERICHO

Note: Refer to page 26 for the Map Legend.



Note

Mauler is nearly immune to guns. Use Dilated Perception and engage in a slow hand-to-hand fight, attacking from the rear. Never let him hit you. Trigger Blood Rage when you can, and continue to fight this way. A stray German soldier or two may show up; feed on them for health. Refer to "Enemies" for more info on Mauler.



You enter on the first floor of this level.



You appear amidst debris. Run east and encounter Mauler, a huge super-soldier. After a short conversation, the fight begins.



Kill Mauler. Refer to the note, and to his entry in the "Enemies" section, for tips.



When Mauler's dead, jump to the second floor catwalk. Take the catwalk through the door labeled "Locked until Mauler's dead."



Follow the hallway all the way to the level exit. When you get there, you see Jurgen Wulf taking off in a U-Boat. Rayne sneaks onto another U-Boat to pursue him; the Argentina section is now complete.

WALKTHROUGH: GERMANY



You've just made it through a very tough part of the game. You're in for more challenges in Germany, but if you've made it this far, you definitely have the skills to succeed.



EMDEN U-BOAT STATION

This level is completely noninteractive. Just sit back and watch as the story progresses. The action starts up again in the next level, Red Summit.

RED SUMMIT



Red Summit is a large outdoor level. You have three officer targets, which you can kill in any order. The easiest order is probably the one presented here.

Take it slowly and use the walls and rocks for cover. Some of the soldiers in this level have surprisingly long range.



Start moving up the path toward the walls. If you start to get overwhelmed, retreat.



Move west toward the Second Lieutenant of Infantry. His position is marked on the map. Clear out most of his surrounding troops before moving in for the kill.

Note

The Second Lieutenant is similar to the other officers on your hit list. Blood Rage or close-range weapons fire will kill him quickly.

Note

Watch out for Jetpack Troopers. You encounter one of them here; it's your first taste of this dangerous and mobile enemy. Refer back to the "Enemies" section for tips on destroying these foes.



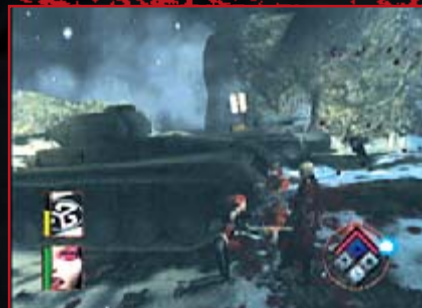
Now go as far west as possible, then north across a rickety bridge with a hole in the middle. Watch out for panzer shots from the north; constantly strafe sideways to avoid them.



Lieutenant Colonel Andreas Zahl is at the spot indicated on the map. Kill the nearby SS trooper with the rocket launcher *first*, then kill the Lieutenant Colonel.



Now backtrack south, then take a curving road that leads northeast to the spot marked "Colonel General."



Colonel General Heinrich Eberhard is at this spot, along with a swarm of SS and other durable enemies. Use Blood Rage to clear out most of the opposition here, including the Colonel General.



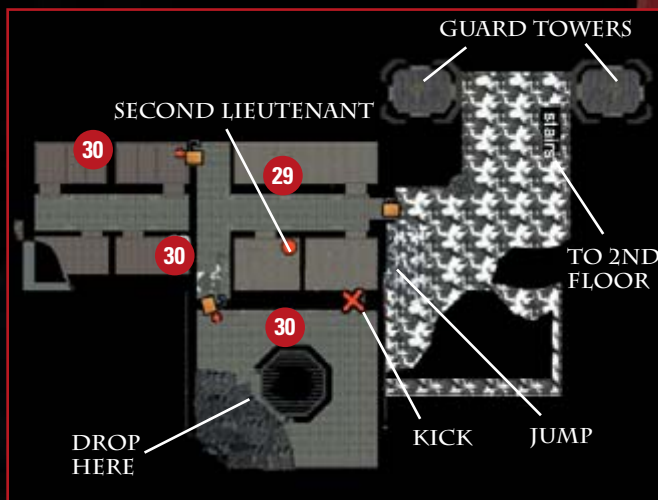
When all three targets are dead, the level exit becomes unlocked. Exit the level.



OLD GAUSTADT

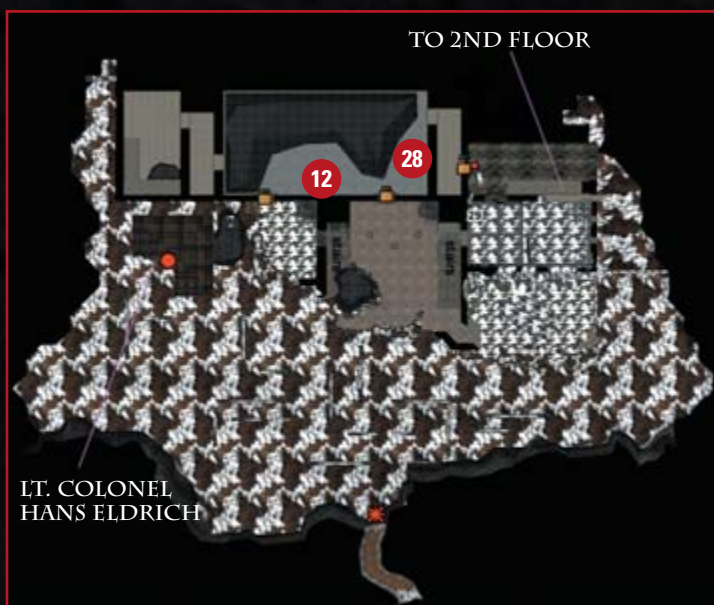


Old Gaustadt, overview

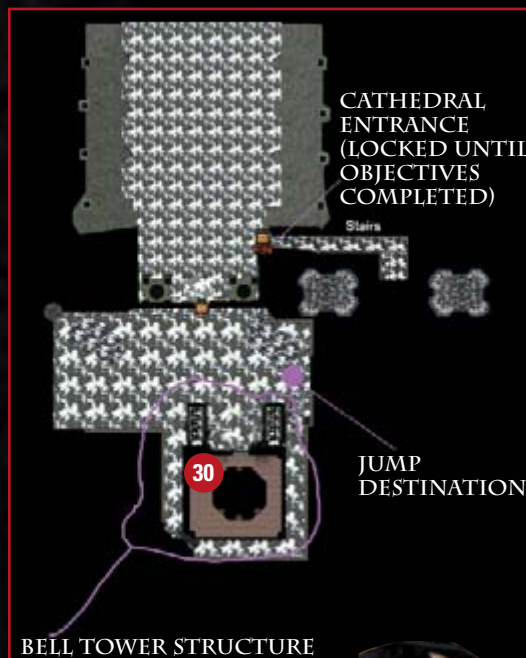


Old Gaustadt, third floor

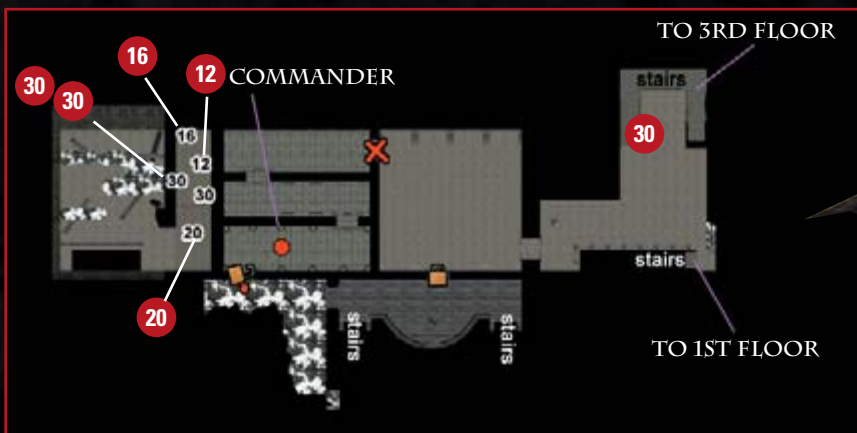
Note: Refer to page 26 for the Map Legend.



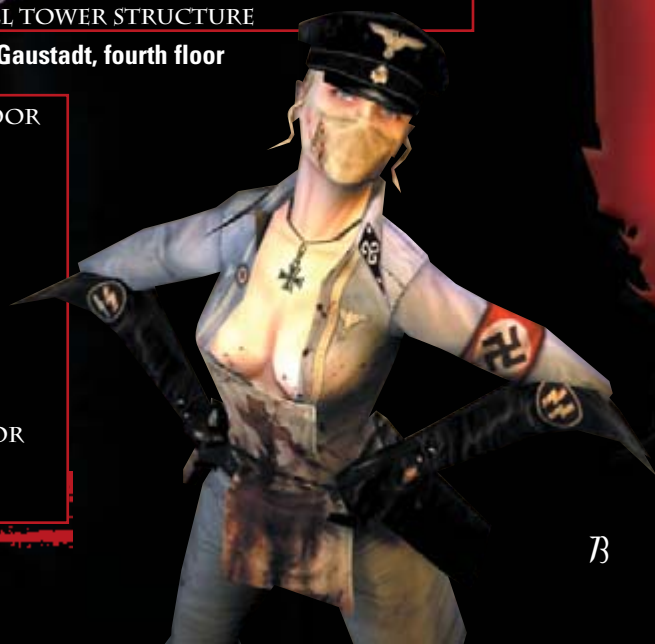
Old Gaustadt, first floor

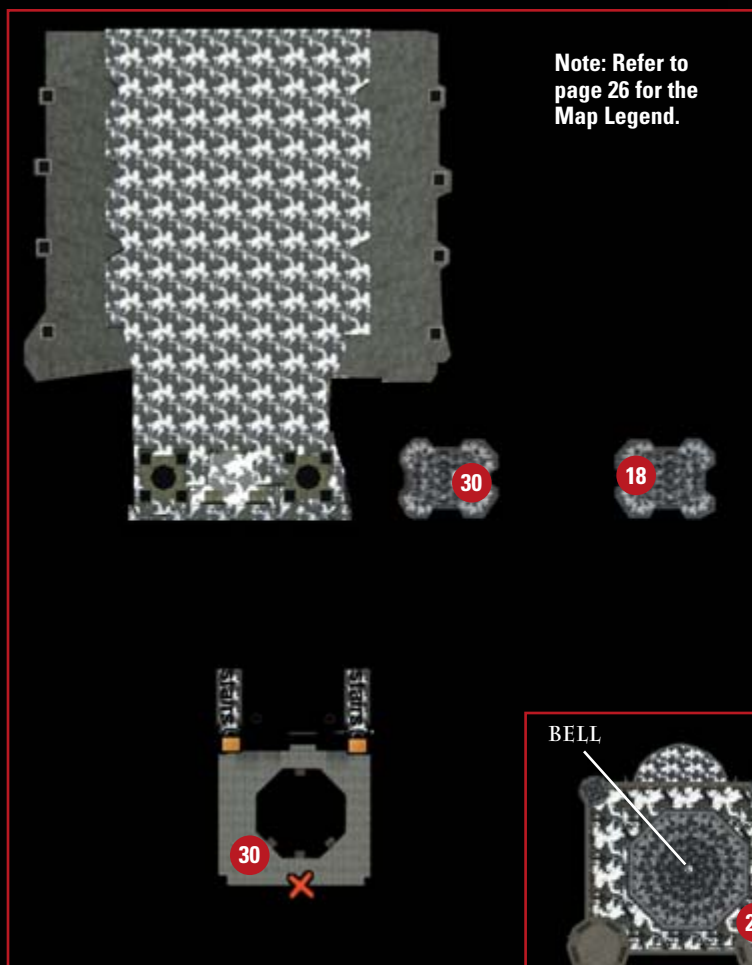


Old Gaustadt, fourth floor

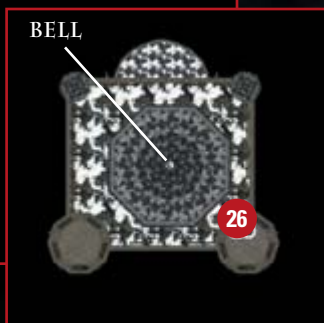


Old Gaustadt, second floor





Old Gaustadt, fifth floor



Old Gaustadt, sixth floor

Your task in Old Gaustadt is to assassinate another three officers.

This complex castle features six individual levels, which don't fit together as neatly as you might expect. There are a number of exterior stairwells, platforms, and towers that make the maps a bit difficult to read.

Provided is an isometric view of the castle that shows its general shape and a few major features. Study it, then take this level slowly. Consult with the maps to determine what level you're on. You'll do just fine if you frequently refer to these pages.



Move northwest from your starting location, toward the spot marked "Lt. Colonel Hans Eldrich." When you reach this area, you see the Lieutenant Colonel dragged off by a vampire.

Note

You can scratch the Lieutenant Colonel from your list. Now you only have to find two more targets on this level.



Explore the partially ruined area at the base of the castle. Note that the doors are all locked. When you're done looking, take the stairs at the spot marked "To Second Floor."

Note

There are two other sets of stairs near the front of the castle, but they just lead to a balcony area with more locked doors.



Refer to the second floor map. Go west, into the castle dining hall. Boxes are stacked in an archway; break them and go through.



You're now in a set of three connected halls. Commander Dametrius Klaus is in here, fighting vampires with his men. Trigger a Blood Rage and shred him, as well as any remaining vampires and soldiers.



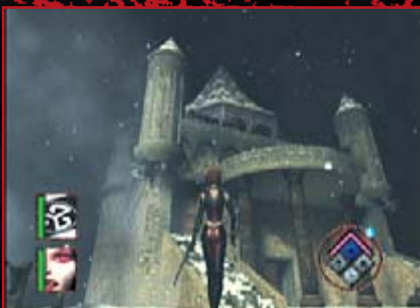
Exit through the hole you made two steps ago. Go to the spot marked "To Third Floor" and take the stairs up.



Refer to the third floor map. You appear between a pair of guard towers, which you can ignore (or climb the stairs and kill the guards if you wish).



Go to the spot marked "Jump" in the map on page 73. From here, jump onto the roof to the west. You must jump onto a piece of door frame first, and from there onto the roof.



Refer to the fourth floor map on page 73. You're now at the spot labeled "Jump Destination."



Get atop the building labeled "Bell Tower Structure." To do this, jump on a semicircular balcony along the front of the building.



Now jump from the balcony to a higher level, where arches surround a massive bell. You're on the castle's sixth floor.



After gunning down the soldiers up here, shoot the bell with any weapon, sending it crashing down.

Note

The bell rips open sections of the lower levels, making it possible for you to access areas that were locked.



Carefully drop down two floors, through the hole the bell made. When you reach the third floor, at the spot marked "Drop Here," stop descending.



At the spot marked "Kick," rebound kick *four* separate walls. You break through after destroying the fourth set of bricks.

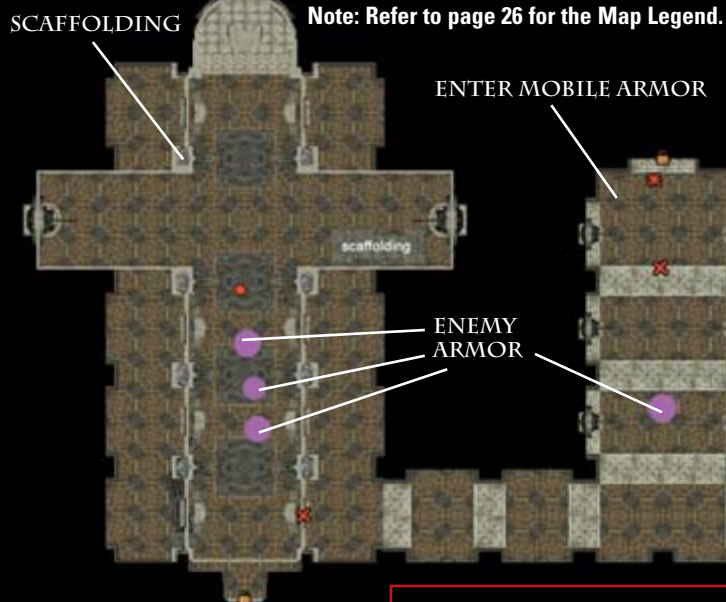


Second Lieutenant G. Saxon is located at the spot marked "Second Lieutenant." Hack him to bits.



Now you've dealt with all three targets from this area. Drop all the way back to the first floor, then head up the stairs to the cathedral entrance on the fourth floor. Take the door to complete the level.

UNHOLY MECHA



Unholy Mecha, first floor



Unholy Mecha, second floor

This challenging level puts Rayne briefly in control of an experimental, mechanized Mobile Armor. It also features an intense battle with Jetpack Troopers.



Unholy Mecha, third floor



There's a Mobile Armor near the entrance. Rayne automatically jumps on top of it, kills the pilot, and gains control. A brief movie explains the controls.

Note

The Mobile Armor is big and slow. It has three weapons: machine gun, rocket launcher, and grenade launcher. Watch the movie and memorize the controls.



Move south. You encounter an enemy Mobile Armor. Destroy it; see the tips for help.



Note

Here are tips for success in Mobile Armor combat:

- Stick to areas where you have at least a little room to move. Don't wedge yourself into a corner.
- Constantly strafe back and forth. Your Mobile Armor is slow, but if you can avoid just a few rockets, you're doing well.
- Hold down the machine-gun button and maintain a constant aim on the enemy. If the machine gun overheats, wait for it to cool down, then hold the button down again.
- While holding down the machine-gun button, repeatedly tap the rocket launcher and grenade launcher buttons. Fire these weapons as often as you can.
- Simultaneous use of the machine gun, rocket launcher, and grenade launcher is key. You need to inflict maximum damage in a short time.
- Don't pitch your view too far up or down, as this causes you to lob grenades over the opponent's head, or onto the ground right in front of you (which damages *you*).



After dispatching the first Mobile Armor, move southwest. You encounter three more Mobile Armors.



Break through the wall here, and enter the big room with the three enemies. Move back and forth while fighting them.

Note

Pick one enemy and hammer him until he's dead. The faster you get rid of one Mobile Armor, the easier your job becomes.



After the third Mobile Armor is destroyed, a final Mobile Armor, piloted by Super Tank Lieutenant General G. Gosler, appears from the east.



Fight this Mobile Armor just as you fought the others. When you've dealt serious damage, Gosler offers to surrender. Rayne refuses, and the battle resumes. Finish him off.

Note

If you lose, it's probably because you took too much damage from the other Mobile Armors. Try again, and this time, focus on taking less damage against those first four enemies.



When the battle's won, a squad of soldiers, including a small swarm of Jetpack Troopers, descends from above. Fight them with your Mobile Armor.

Note

Use only the machine gun to fight the Jetpack Troopers. Rockets are unnecessary, and grenades can bounce back and hurt you.

Note

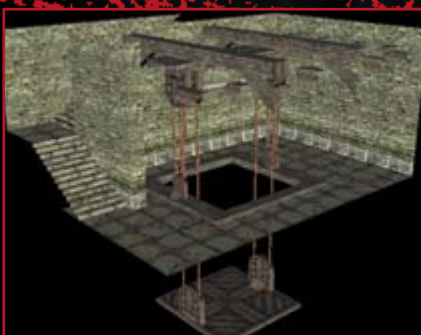
If the Mobile Armor is destroyed with Rayne inside, she dies. Therefore, if it's down to a tiny sliver of health, get to the altar as quickly as possible. Rayne will exit, and you can fight the soldiers on foot.



Walk up to the altar, and Rayne automatically gets out of the Mobile Armor. Now ascend the scaffolding off to the side.



Climb to the top of the scaffolding. From there, jump across a series of stone platforms to a wooden platform hanging from a rope and pulleys.



Jump from the rope-and-pulleys platform to the second floor. From there, run up the stairs to the third floor.



The third floor is a narrow corridor filled with Jetpack Troopers fighting giant bats. An explosion blows out one side of the building.

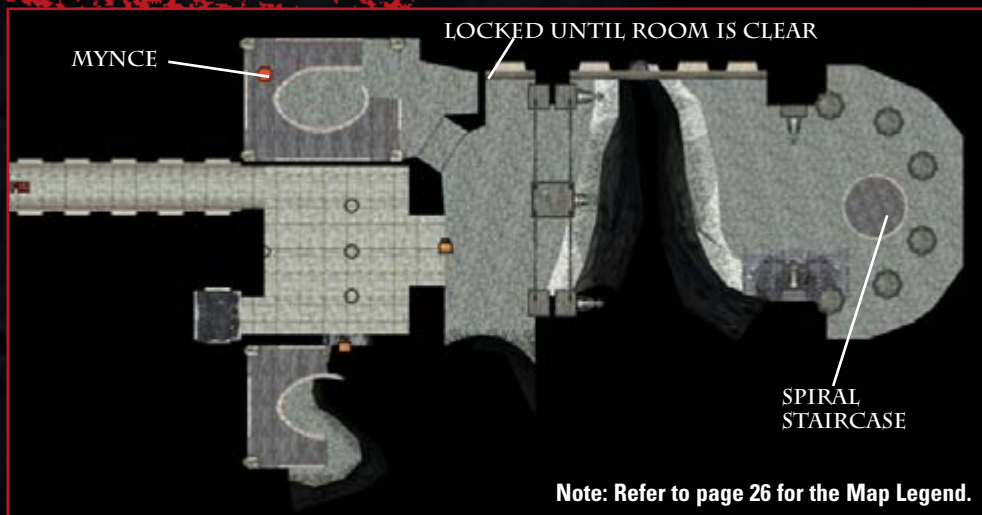


One end of the hall is blocked by a gate. Go to the other end, where the explosion occurred. Rayne sees a big, empty gap and says she can't jump that far.



A giant bat crashes into the previously locked gate behind Rayne, breaking it open. Run through the gate and proceed to the level exit.

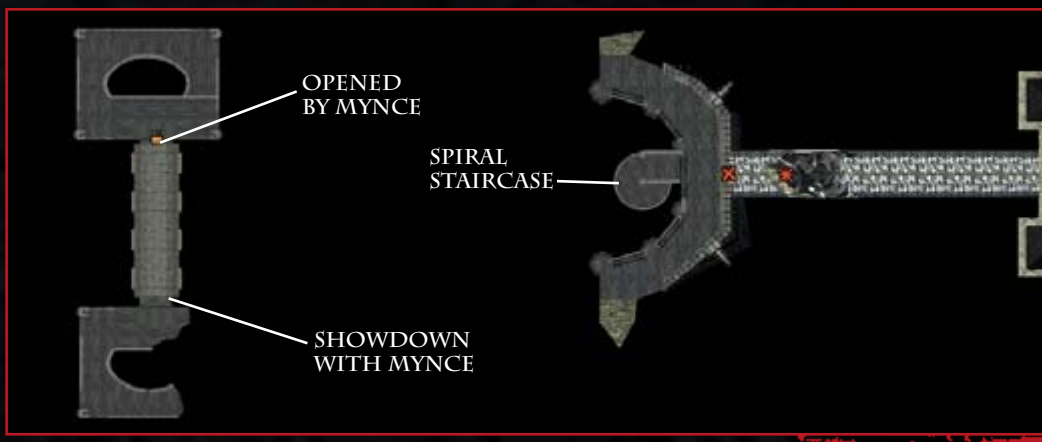
TEACHERS AND TRAITORS



Teachers and Traitors, first floor



Teachers and Traitors, second floor



Teachers and Traitors, third floor

You start on the third floor of this cavernous indoor area.



Break through the window in front of you. A movie plays, showing that Mynce is not only alive, but working for the Nazis. She exits the room.



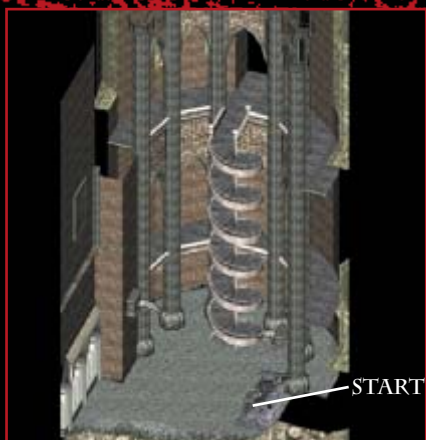
This large, multilevel area is filled with soldiers. Start killing them. Also kill the Jetpack Troopers who fly in while you're fighting the common soldiers.

Note

Conserve your guns as much as possible while you fight; soon you will need them for a tougher enemy. Also, build up your Bloodlust.

Note

Watch for a Jetpack Trooper with a rocket launcher. Keep moving, and shoot him as soon as he arrives.



In the process of killing enemies, head down the long spiral staircase. Clear foes from the second floor landing, then clear the first floor as well.



When you've killed everyone in this area, a door to the west (beyond a gaping chasm in the floor) opens, and a few reinforcements come out. Kill them and take the door.



Beyond the door is a tower with spiral stairs leading up. Mynce is here. After a brief conversation, she starts to fight.



Use Dilated Perception and shoot Mynce with guns, staying back as much as possible. Don't use your Blood Rage. When she takes a little damage, she starts climbing the stairs. Follow her.

Note

If you have a rocket launcher, use it when Mynce is waiting for you on a landing. At other times, she's just too close.

Note

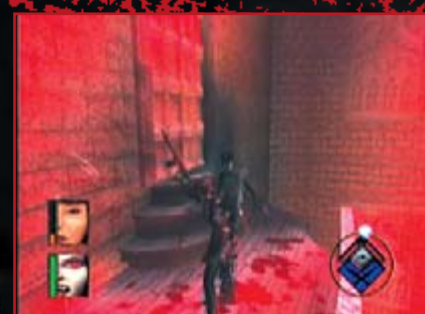
Refer to the "Enemies" section for more information on how to fight Mynce.



Mynce may stop and fight briefly at various landings, or she may go all the way to the top.



At the top, Mynce opens a door and crosses to the other tower. Follow her. When you reach the top of the other tower, there's another short conversation. Then you must fight her to the death.



Trigger a Blood Rage and attack Mynce, circling her and staying behind her as much as possible. You can also use guns if you still have them.



When you've nearly killed Mynce, she tries to escape. A movie sequence shows part of the tower giving way, and Mynce falls to her death.

NIGHTFALL

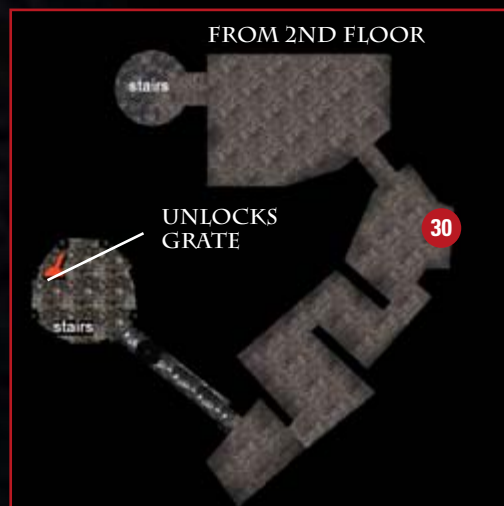
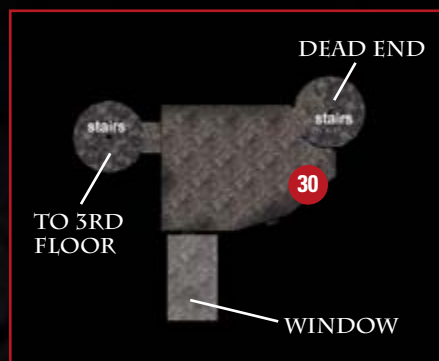
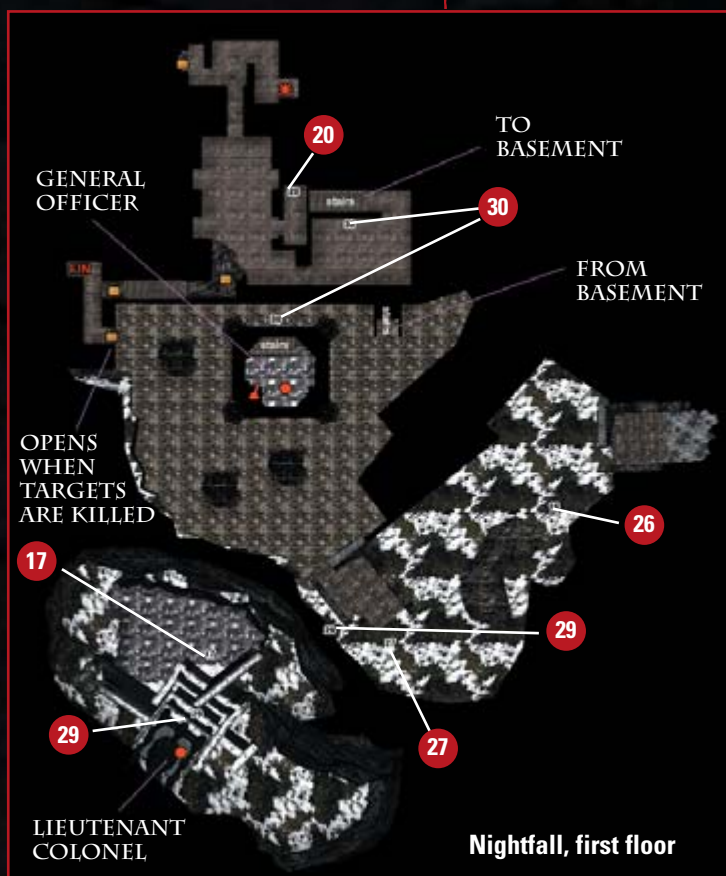


When you regain control of Rayne, she's back on the first floor, near the tower section that broke away. Get inside, then follow the corridor to the level exit.

Note: Refer to page 26 for the Map Legend.



Nightfall,
basement floor



Kill two targets on this level. They may be killed in any order.

You begin on the first floor; note that this is different from the basement floor.



You start on the first floor. Move to a staircase that leads into the basement.

Note

This level is thick with vampires and giant bats. You must fight your way through.



In the basement, locate another stairwell leading back up. Take it.



You reappear on the first floor, but now you're outside. To your right, one of your two targets has sealed himself inside a nearly impregnable room.



Jump onto the ledge above the stairs you just ascended. Break the window up there and get inside. You're now on the second floor.



Take the stairs to the third floor.



Go to the lever labeled "Unlocks Grate." Throw it, and a floor grate opens.



Descend to the first floor. To do this, throw another switch to open a second grate.



Now you're in the room labeled "General Officer." Your target, General Officer C. Reichard, is in here too. Kill him.



Head back outside. You must backtrack to the third floor, then to the second floor and out the window.



Outside, go over to the spot labeled "Lieutenant Colonel." You need to jump across a chasm to reach the spot, which is behind a tower.

Note

Watch for soldiers along the way, including one with a rocket launcher.



At the spot labeled "Lieutenant Colonel," a movie shows Lieutenant Colonel Hans Eldrich—the same officer who was taken by a vampire in Old Gaustadt—getting killed.



Now that both targets are dead, soldiers open the door that leads to the level exit. They start an air raid siren. Travel back across the chasm and take the level exit.

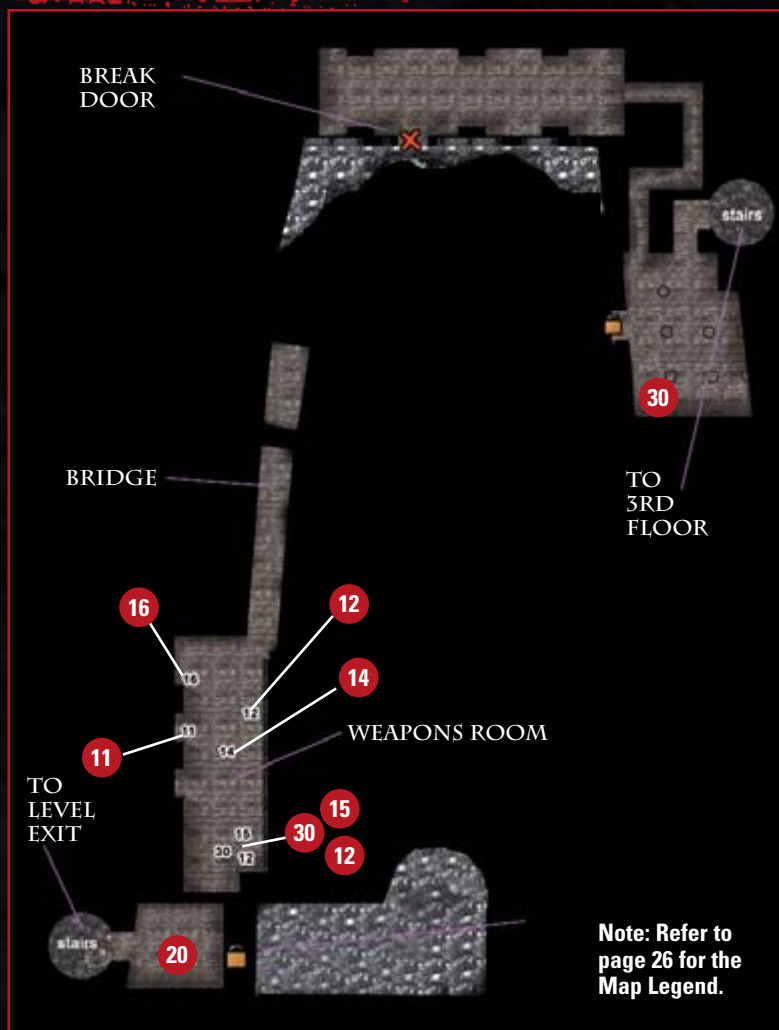
Note

The jump back across the chasm can be tricky. Jump and climb up the tower onto a tall buttress that extends toward the main level. It's the only point high enough to ensure an easy leap.

COURTYARD

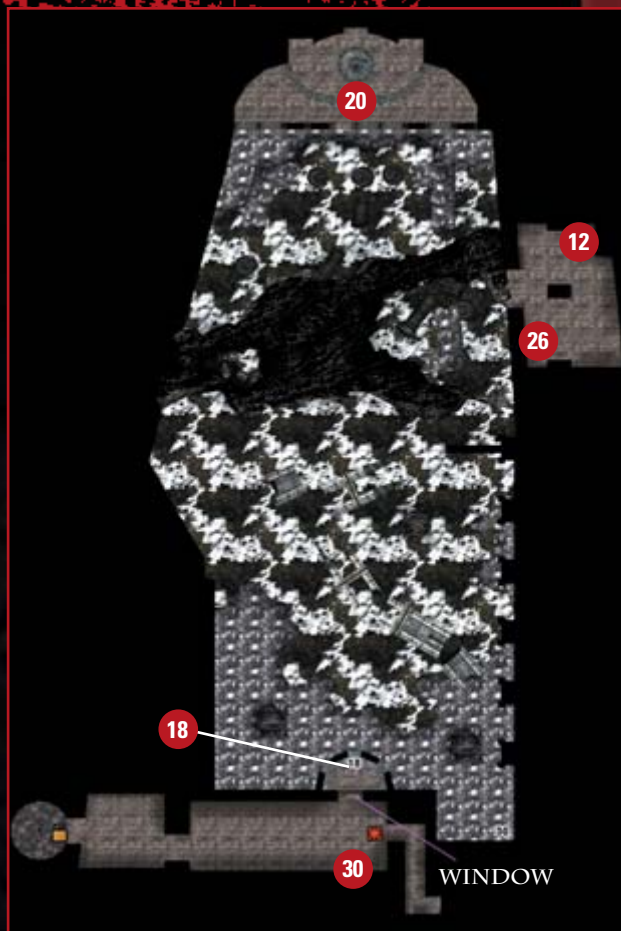
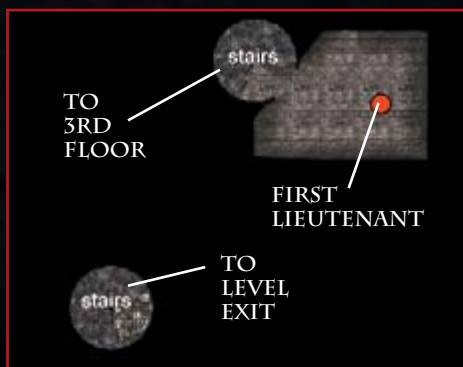
This is it—the culmination of Rayne's mission against the GGG. All the skills you learned in previous levels are necessary here.

Read the walkthroughs carefully—and as always, take your time. Don't be surprised if you have to start over a few times. These pages will help prepare you, but there's no substitute for in-game experience.

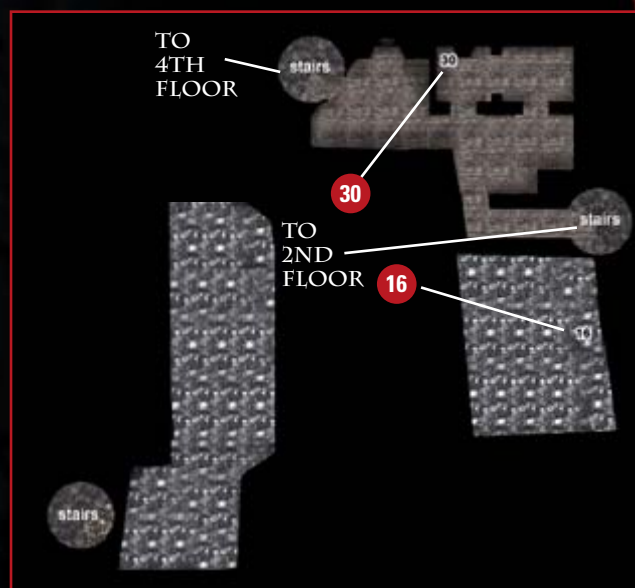


Courtyard, second floor

Courtyard, fourth floor



Courtyard, first (ground) floor



Courtyard, third floor

This level spans four floors, but don't be intimidated. The first (ground) floor is the biggest, while the others are quite small. You start on the first floor.



Jump out through the window just north of the starting point. You're now in a big courtyard with searchlights panning across it.



Look for a second-floor bridge to your left; there's a soldier with a rocket launcher up there. Jump up and kill him.

Note

Stay out of the spotlights until you've killed most of the soldiers.



Grab guns from the big room at the southern end of the bridge, then return to the courtyard area.



Proceed to the northern edge of the courtyard; kill a big group of vampires there, then jump onto the ragged fringe of the second floor

Note

Before proceeding to the next step, jump onto the nearby third-floor rooftops and kill the soldiers up there. They'll continue to snipe at you if you don't deal with them now.



There's a door on the second floor. Break it with a rebound kick, and get inside the castle.



Inside, fight to the stairwell and head to the third floor.



On the third floor, battle to another stairwell. Take it to the fourth floor.



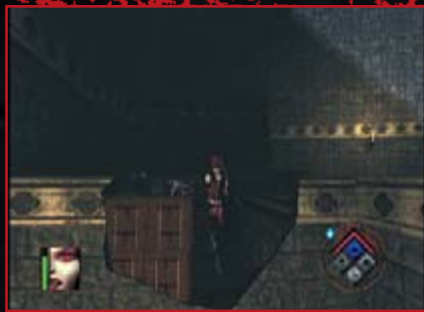
First Lieutenant Armo Samso is on the fourth floor. Kill him and his guards.



Go to the second floor, then return to the courtyard (using the same broken door you entered). As you get outside, an air raid starts.



Travel to the southwest corner of the map. Note that the air raid knocked a hole in the wall on the second level.



Jump onto the second floor in the map's southwest corner. Then leap through the recently made hole, into a room containing the stairwell to the level exit. Run up the stairs to the fourth floor.

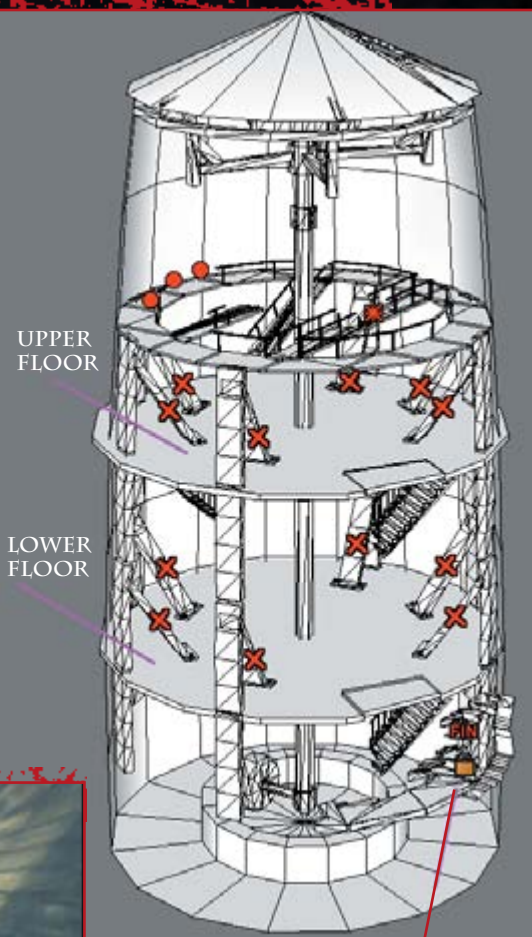


Jump out of the open fourth-floor window into the darkness. The level is complete.

THE WINDMILL

You begin on a catwalk above the windmill's upper floor.

The lower floor is inaccessible until you break all the supports on the upper floor.



UNLOCKED BY
WINDMILL'S
DESTRUCTION

Note: Refer to page 26 for the Map Legend.



As the level starts, Rayne faces three Hedrox. When the conversation's done, you regain control of Rayne.

Note

Hedrox is an ancient, powerful vampire that can (and does) replicate itself a seemingly infinite number of times. If it loses a limb, it not only regenerates the limb, but the severed limb grows a whole new Hedrox.



Immediately switch to Dilated Perception. Destroy the six wooden supports that hold up the upper floor's ceiling.

Note

Don't fight Hedrox at all. Just destroy the supports.



Stand behind the supports while you destroy them. This keeps Hedrox away from you.



Hedrox will break supports if they lunge into them. Therefore, if you get behind the supports, Hedrox will do part of your job for you.



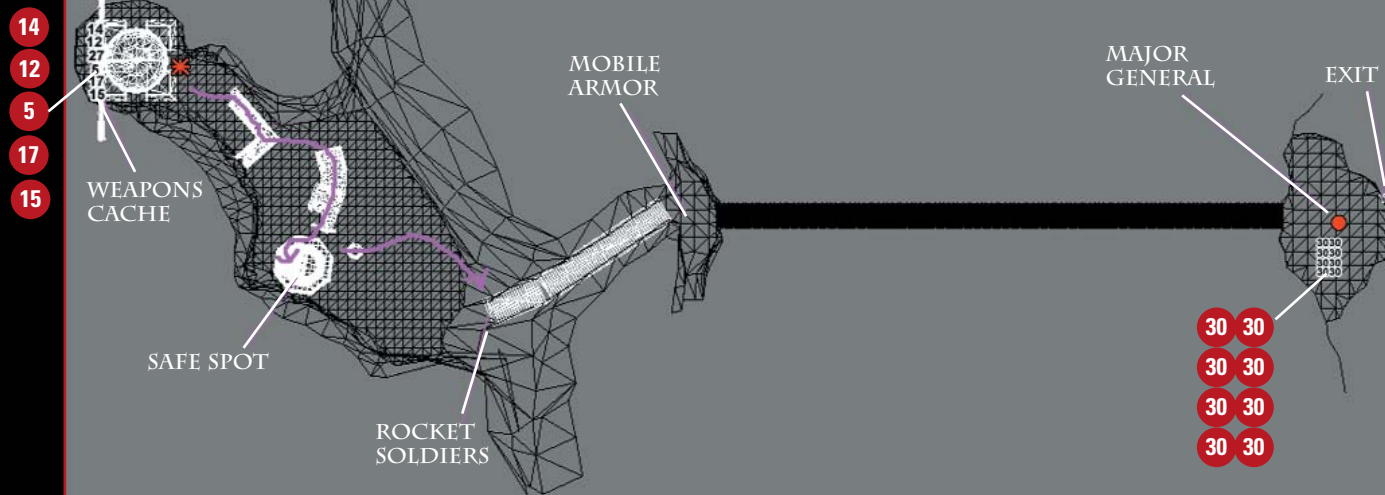
When all six supports are gone, the upper floor collapses. Drop to the lower floor and break the six supports there, using the same method.



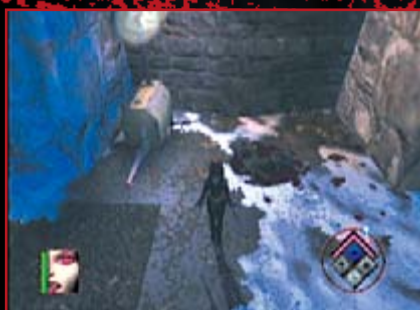
When all six lower supports are gone, the lower floor collapses as well. All but one of the Hedrox is killed, and the last one flees. Go through the hole Hedrox smashed in the wall to end the level.

THE BRIDGE

Note: Refer to page 26 for the Map Legend.



This is a short but surprisingly tough level. Use Dilated Perception to make the rough spots easier.



You start beside the ruined windmill. Watch the soldier blow himself up; this lets you know there are landmines in the area. Then carefully go behind the windmill and grab guns from the weapons cache.

Note

Get the Panzerfaust.



Return to your starting spot. From here, jump from structure to structure along the path drawn on the map, toward the point labeled "Safe Spot."

Note

GGG troopers on the tower shoot at you, as do soldiers at the spot labeled "Rocket Soldiers." Keep moving or you'll be hit by rockets.

Note

Don't drop to the ground, or you'll be damaged by landmines.



Don't stop, even to kill the GGG troopers. When you reach the ruined tower labeled "Safe Spot," loop around and go *inside* the tower. Kill another GGG trooper in here.

Note

You're safe from the rocket soldiers in here—unless you stand right in front of the window facing them.



Equip the Panzerfaust, switch to Dilated Perception, approach the window facing the rocket soldiers, and fire at them. (Extruded View helps your aim.) Get away from the window immediately after firing.

Note

If your aim is good, you'll kill most of the soldiers down there, making the next few steps easier. Don't linger in the window, or you'll get hit by a rocket in return.



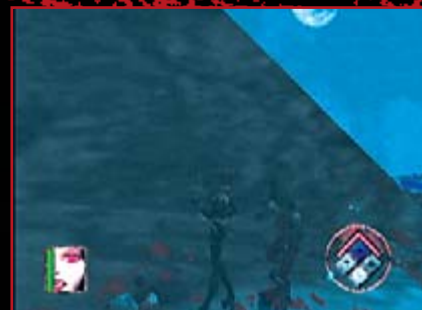
Exit the tower and kill the GGG troopers on the outer edge. Stay away from the rocket soldiers if you didn't kill them in the last step.



Take the path drawn on the map that leads to "Rocket Soldiers." It involves jumping to a smaller tower, from that tower to a vehicle, and from the vehicle to an angled bit of cliff near the soldiers.

Note

If you didn't kill the rocket soldiers in the earlier steps, you can still make it. Always jump from one obstacle to the next *after* the soldiers fire their rockets—not before. Then, when you're close enough, get in amongst them and kill them.



Kill any remaining stragglers at the spot labeled "Rocket Soldiers," and grab a Panzershrek from the ground—preferably, one with two rockets left. Equip it.



Move up the ramp toward the spot labeled "Mobile Armor." When you get to the top third of the ramp, switch to Dilated Perception and slow your ascent.



A Mobile Armor appears at the top of the ramp and starts moving toward you. Start moving backward, down the ramp.



Switch to Extruded View to line up your shot. Fire the Panzershrek, then switch back to Dilated Perception. Repeat this process for a second shot.

Note

Aim low because the Mobile Armor is constantly moving down the ramp. Aiming too high results in the rocket whizzing over the Mobile Armor's head.



When you're out of rockets, run backward, keeping the Mobile Armor in sight. If it fires a rocket, jump to avoid it.



Grab another Panzershrek at the bottom and equip it. Again, switch from Dilated Perception to Extruded View and fire. The Mobile Armor is destroyed after the third direct hit.

Note

If the Mobile Armor is quite close, move to the side before firing. This prevents the Mobile Armor from getting a bead on you before you're ready to fire. Also, there may be an extra Panzershrek, so if you miss, grab it and try again.



When the Mobile Armor is destroyed, go all the way to the top of the ramp. Kill an assortment of soldiers here, and feed back to full health.



Start crossing the bridge. Jurgen Wulf appears behind you. A cutscene shows him running past you with super speed, setting the bridge on fire.



Run toward the end of the bridge when you regain control of Rayne. After another cutscene, switch to Dilated Perception.



Jetpack Troopers descend and blow up parts of the bridge in front of you. Keep running and jump over the holes. Jump immediately if you see a falling grenade anywhere nearby.



As you near the end of the bridge, you see Major General D. Traugott, along with several soldiers. Shoot before you reach the end of the bridge, concentrating on the Major General.

Note

Or trigger a Blood Rage when you reach solid ground.



As soon as the Major General falls, run through the exit door behind him. Optionally, stick around and clean up the ground soldiers, then the Jetpack Troopers.

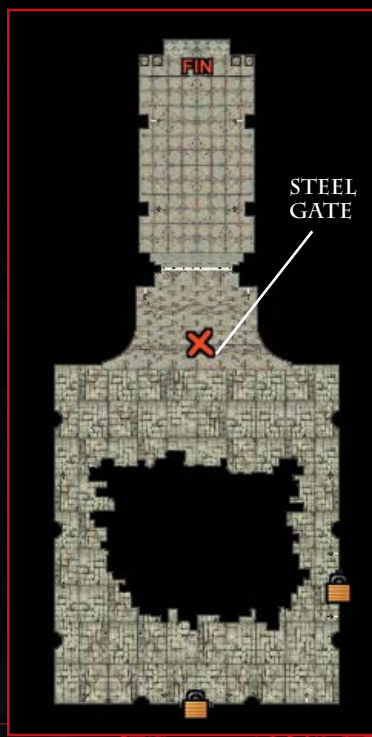
DOPPELGANGER



Doppelganger, first-floor perspective



Doppelganger, first floor



Note: Refer to page 26 for the Map Legend.

Doppelganger, second floor

This level pits you against the Doppelganger Brothers. Once again, Dilated Perception is the key to victory. You start on the first floor.



The twins like to hide behind pillars (each behind his own pillar) and throw blades that bounce off the walls, hitting Rayne indirectly.



You begin in a hall that forms the outer ring of an arena. Run through the hall, feeding on soldiers to build Rayne's health.



When you enter the actual arena, you're confronted by the twins, Sigmund and Simon Krieger. After a cutscene, the battle begins.



Pick one twin and chase him around the pillar with Dilated Perception. Fire guns when you have a clean shot. Stay behind him and slash if he's close; trigger a Blood Rage if you can.

Note

When you hit one twin, the other twin is damaged.



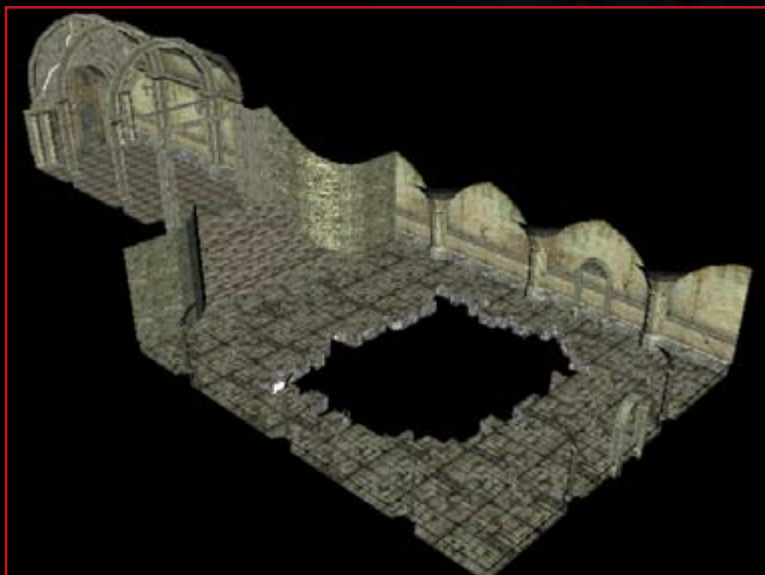
Keep fighting *the same* twin, even after another brief cutscene. The cloak and hat get torn off the one you're fighting, so it's easy to see which one you need to keep pounding on.

Note

You're periodically hit by the twins' blades, but not enough to worry about.



When you've dealt lethal damage to one of the twins, the other dies. This triggers a cutscene in which the unhurt twin dies as well.



Doppelganger, second-floor perspective



A ladder is thrown from above; walk to it. In a cutscene, Rayne climbs to the second level. It turns out that Mynce threw down the ladder. She survived the fall in *Teachers and Traitors*, and it turns out that she's a double agent.



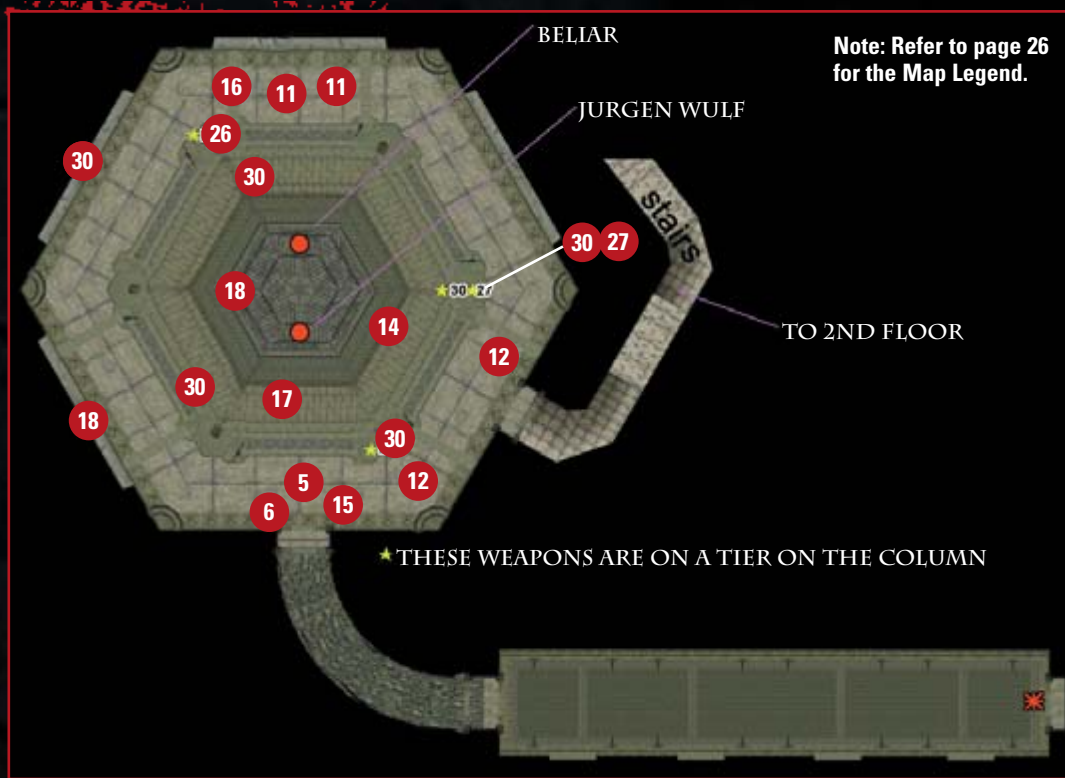
Follow Mynce when prompted. A gate slams shut. In another cutscene, Jurgen Wulf shows up and kills Mynce behind the gate. You regain control of Rayne while Wulf is still around, but you cannot damage the gate yet. Just wait and listen.



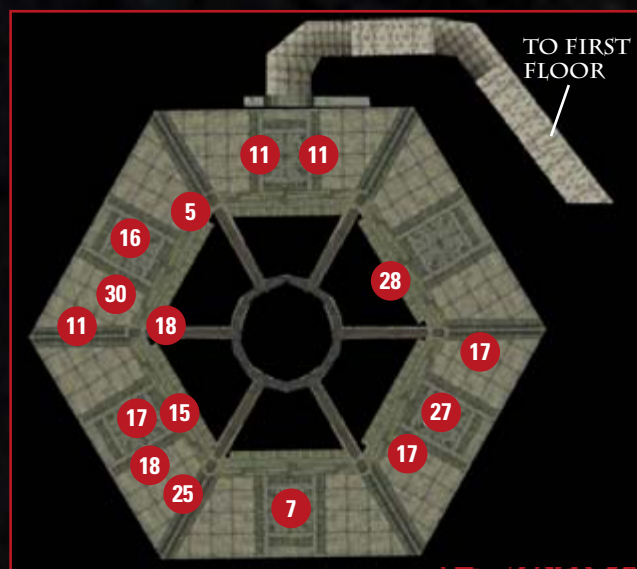
When Wulf takes off, Rayne can smash the gate with multiple rebound kicks and proceed to the level exit.



OF WULFS AND DEMONS



Of Wulfs and Demons, first floor



Of Wulfs and Demons, second floor

This is the final showdown. It's conceptually simple—but very difficult to complete. Read this walkthrough thoroughly and learn everything you need to succeed. Only then should you try the level.

You start on the first floor.



The entry hall contains a number of common soldiers. Kill them—but more importantly, feed on them. Rayne needs to be at full health for the final showdown.



Proceed to the hexagonal arena. When Rayne arrives, Hedrox and Jurgen Wulf are there. Watch a cutscene in which Hedrox is transformed into Beliar.



When you regain control of Rayne, you confront two enemies, Beliar and Jurgen Wulf. Kill both to win. Killing them is much harder than it sounds.

THE ARENA

The arena consists of two floors, connected by a stairwell.



The arena contains lots of weapons. Some of the best ones are lying on various tiers of the lower floor's support columns. Jump onto the flat parts of the columns to grab the weapons.

These weapons are marked with asterisks on the first floor map.



The second floor seems safest, but you need to spend most of your time on the lower floor. That's where you get your best shots at Beliar.

THE OPPONENTS

Here's a look at the important characteristics of both enemies.



Jurgen Wulf has the following abilities:

- He sometimes moves at "normal" speeds, but when he wants to get somewhere fast he can run at super speeds—much faster than Rayne.
- He usually attacks with guns. Sometimes he slashes with his fiery hands or breathes fire (courtesy of Beliar's teeth).
- Gunfire and normal blade attacks do not hurt him. They do, however, slow him down and cause him to flinch. Shooting him is very useful.
- Stay behind Jurgen; he can't respond to your attacks if you aren't in front of him.
- Blood Rage attacks are the only way to hurt him.
- He uses a variety of weapons; there's no way to tell what he'll use next. Keep track of him because you never know when he'll pull out a rocket launcher.
- When he drops weapons (and he periodically does), they always have full ammo. Jurgen is a good source of weapons.



Beliar has the following characteristics:

- He starts out small, but grows in size. Your controller vibrates to let you know when this is happening.
- Beliar emits flames and is invulnerable when he's in the process of growing.
- After growing a couple of times, Beliar can no longer fit into the stairwell; he's stuck downstairs. But he never really goes upstairs anyway.

- If Beliar grows 11 times, the game ends in a loss.
- Beliar's attack is to extend a huge spike at you. Avoid this attack. It gets harder and harder to avoid as he becomes bigger.
- Hiding behind columns will not save you from the spike attack. Keep moving—or kill him before he gets too big and aggressive.
- Beliar's only weak spot is his heart. Attack the heart to deal damage. Extruded View can be useful for aiming rockets at it.
- The heart is almost impossible to hit with bullet weapons unless Beliar is facing you squarely. Otherwise, the ribcage protects it.
- Rayne aims for the heart *if* Beliar is facing directly toward her *and* she's out of his reach. Any farther away, or slightly off center, and the ribcage gets in the way.
- Rockets don't need to hit the heart; the large explosions deal splash damage.
- Guns are the only effective way of killing Beliar, as you can't afford to get close enough to slash him.

YOUR STRATEGY



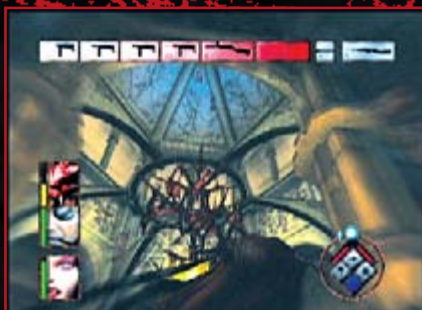
Your overall strategy is to kill Beliar first, and worry about Jurgen later.

The reason is that Wulf drops guns. Without these guns, you will run out of ammo and have no way to kill Beliar.

Note

An alternate strategy is to destroy Wulf after you've knocked Beliar down to about 20 percent health. Be sure you have a fair amount of weaponry left if you choose this route. However, for the purposes of this walkthrough, assume that you'll kill Beliar first.

KILLING BELIAR



Stick to the lower level in the early stages, and make heavy use of Dilated Perception to keep things slow and manageable.

Wulf and Beliar fight each other a little; otherwise, Wulf runs around a lot and attacks you periodically. Keep tabs on his location by occasionally glancing at his blue dot on the radar ring.



Fire your special weapon (Panzershrek, Panzerfaust) at Beliar. Before doing this, quickly switch to Extruded View to aim carefully at his heart. Then switch back to Dilated Perception.

When you've used up one special weapon, grab another and immediately use

it. Refer to the map for weapon locations. You want the rocket launchers (panzers) and grenade launchers most of all.

Also, throw grenades at Beliar. If you're good at timing it, you can "cook" grenades by holding them awhile before throwing them at his heart. If you're more cautious, just throw them at his feet.

Note

Obviously, you must be careful not to hold the grenades *too* long.

Wulf periodically fires at you. When this happens, start moving and return a little fire. Don't get caught up in a big fight with him; just shoot him and cross the room. Then concentrate on Beliar again.



The Granatewurf grenade launcher (located on a pillar on the first floor) is very useful. You get 10 shots with that thing, so make them count. Stand at midrange from Beliar and fire grenades at the ground near his feet. Beliar tends to walk toward you, so use that to your advantage. Position yourself so you'll draw him over the grenades.

Wulf is a wild card. He may deal respectable damage to Beliar, or he may just concentrate on you. Watch for guns that he drops; if you're lucky, he'll drop rocket launchers and grenades. Brush him off by shooting him a little and getting away; spend as little time on him as possible.



When you run out of heavy-hitting explosive weapons, you need to use regular guns.

To be effective with regular guns, Rayne should be very close to Beliar (almost close enough that he can attack), and Beliar needs to be facing *directly* toward Rayne. When that happens, Rayne automatically aims for his heart. You don't need to aim manually.

Note

Rayne aims for the heart *automatically*, but only when Beliar is nearby and facing *directly* toward her. Firing from longer range, or when Beliar isn't facing directly toward her, is useless.

Note

Stay in Dilated Perception while you do this. Don't use Extruded View; that's only useful for aiming rockets at Beliar.

Slowly retreat while firing, keeping just out of Beliar's range. When Beliar gets close, cross the arena and start firing again from the other side.

As Beliar grows bigger and bigger, it gets harder and harder to aim from the lower floor. Eventually, Rayne physically can't aim high enough. When that happens, move to the second floor for good. Then fight by getting Beliar to face you, jumping off the ledge, and firing at the heart as you drop down.

Note

Kill Beliar before his head clears the second floor. If you're forced to the second floor, and Beliar's not very close to dead, you probably won't win. Start over and try to deal damage faster.

KILLING WULF

A movie plays when Beliar is finally dead. Then you return to the game, and it's time to go after Wulf.



If you have a Blood Rage, hide behind a pillar or obstacle and watch him. When he starts running toward you, trigger the Blood Rage, then pop out, freeze him with a couple of shots from a bullet weapon, and start hacking.

Note

Triggering the Blood Rage when you're already next to Wulf is a bad idea. He'll escape while you're powering up the Blood Rage.



If he starts to escape, shoot him to slow him down, then catch up and deal more damage.

If he gets too far away, cancel your Blood Rage and save it for later so you don't have to start over with a completely empty Bloodlust meter.

When your Blood Rage is over, build up your Bloodlust meter. Hide behind another obstacle, wait until Wulf gets close, enter Dilated Perception (if you haven't already), then pop out and shoot him to freeze him in place (and prevent him from firing). Shoot until you're within striking distance, then hack at him until he runs.

Note

Circle Wulf so he can't get in a shot or use his fiery breath. Never let him face you.



Now get behind an obstacle and repeat the process until your Bloodlust is high enough to trigger another Blood Rage.

It's slow going, but if you use this formula and don't get greedy, it's also safe. Use Dilated Perception as much as necessary; it allows you to avoid most damage.

CONGRATULATIONS

This is an extremely tough fight. You now have a winning strategy, but it by no means guarantees success. You'll have to start over several times before you get the hang of it.

Keep at it and you'll emerge victorious. Remember, a little luck is involved. Jurgen Wulf is a wild card, and sometimes he'll help you more than others.

When you win, sit back and watch the endgame cutscene—and congratulate yourself on a job well done. Even with the benefit of this walkthrough, this last battle is a serious challenge of your skills.

CHEAT CODES

Cheating is naughty.

There. Now that that's out of the way, here's a list of cheat codes. To use these codes, go to the "Cheat" option on the pause menu. You'll find a list of words, which you may combine to form phrases. The following phrases yield the following results:

TRI ASSASSIN DON'T DIE: God mode—makes Rayne invulnerable to weapons and enemy attacks. She can still fall into bottomless pits or be smashed flat, however.

NAKED NASTY DISHWASHER DANCE: Produces a "time factor" adjustment, which you can use to greatly speed up or slow down the game. It goes from 0.1 (ridiculously slow) to 1.0 (normal game speed) to 4.0 (ridiculously fast).

LAME YANKEE DON'T FEED: Select this at any time to restore Rayne to full health.

DON'T FART ON OSCAR: Enemy freeze—when "Frozen" is selected, all enemies just stand around and do not attack.

ANGRY XXX INSANE HOOKER: Fills up Rayne's Bloodlust meter automatically each time it's selected.

SHOW ME MY WEAPONS: The weapons that Rayne isn't actually wielding appear on her back and in holsters at her sides.

JUGGY DANCE SQUAD: Rayne becomes extremely well endowed.

INSANE GIBS MODE GOOD: Gratuitous dismemberment—when this is enabled, Rayne's attacks hack off limbs much more easily.

In addition to these cheats, you can create a number of phrases that elicit text responses from the game.

Here's a list of phrases that get responses, in no particular order. It's up to you to find out exactly what the responses are.

TERMINAL VELOCITY
 PSYCHIC ASSASSIN
 SCARLET CRANE
 DIE TRI
 DIE MAJESCO
 I WORK FOR TRI
 I WORK FOR MAJESCO
 EAT DUCK
 EAT HOOKER
 I AM ANGRY
 I AM ASSASSIN
 I AM TRI
 I AM MAJESCO
 COOL TRI
 COOL MAJESCO
 FART GOOD
 NAKED MONSTER
 NAKED HOOKER
 DANCE JUGGY DANCE
 MY NASTY NAKED MONKEY
 I HIDE SPAM
 I WAS TRI
 I WAS MAJESCO
 HOOKER STAIN
 I EAT SPAM
 I AM JIMMY
 I AM ADAM
 MAN SHOW
 DANCE WITH SATAN
 SPAM SPAM SPAM SPAM
 ADAM LAID EVE
 LOTS OF ASS IN NOVEMBER
 WHISKEY IS MY GOD
 YANK MY ALPHA BANANA
 DELTA FOXTROT ECHO TANGO
 I SO LATE TAINTED LAMA
 MY HOOKER UNIFORM
 GOD IS GOOD
 I CHEAT
 FOXTROT UNIFORM CHARLEY KILO
 IS JIMMY INSANE

NASTY SATAN EAT HOOKER
 EAT THIS PURPLE BANANA
 I LAID MY MONKEY
 I LAID MY DISHWASHER
 MY JIMMY IS UP
 SHOW MY NAKED MONSTER
 GOOD GOD HELP ME
 SATAN TOLD THIS JOKE
 REALITY IS THE CONUNDRUM
 I AM INSANE
 NO CHEAT ACTIVE
 YOUR FART IS DASTARDLY
 XXX
 DON'T CHEAT
 NAKED NASTY MONSTER
 RAID
 GOD HELP ME
 I CAN DIE
 DOG EAT DOG
 EAT ME
 THIS IS REALITY
 PICK UP HOOKER
 WEAPONS ON
 I AM NAKED
 I AM GOD
 LOTS OF HOOKERS
 I EAT SPAM
 ACTIVE
 ACTIVE ACTIVE ACTIVE ACTIVE
 THE MATRIX
 YOUR HOOKER IS NASTY
 TERMINAL STAIN
 INSANE LAMA UVULA ENIGMA
 ALBATROSS
 SATAN RULES
 DON'T DIE
 HIDE THE GIBS
 HOTEL HOOKER HUT
 NAKED NASTY MAN
 BANANA FOR THE MONEY

WHISKEY ALPHA DELTA FOXTROT
 EAT YOUR NASTY FART
 I HUNT FOR SPAM
 SHOW ME YOUR NASTY
 PASS JIMMY THE JOINT
 STAIN MY UNIFORM
 HIDE THE HOOKER
 JIMMY RULES
 MY KILO IS LATE
 MY UVULA IS PURPLE
 TERMINAL REALITY IS LAME
 DANCE THE TANGO
 THE RULES ARE OBSOLETE
 QUEBEC IS COOL
 FEED ROMEO THE DOG
 COOL IGLOO FOR ME
 DASTARDLY FART QUEEN
 PAPA DON'T PREACHER
 YOUR GOD IS COOL
 SHOW ME YOUR MONKEY
 REALITY IS TERMINAL
 HIDE WHISKEY AT WORK
 MY DOG IS PSYCHIC
 DIE FART DIE
 THE HOOKER IS ANGRY
 SATAN CAN DANCE
 MY LAZY BANANA
 ANGRY INSANE DUCK
 JUGGY SHOW IS KILLER
 PICK MY MONKEY
 GOD MODE
 FEED ON ME
 TAKE MY WEAPONS